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- Rampage World Tour
  –*Giants Pig Out*

Game Boy Double Play

- Wario Land II
- Castlevani

[redacted]

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MARCH VOLUME 106
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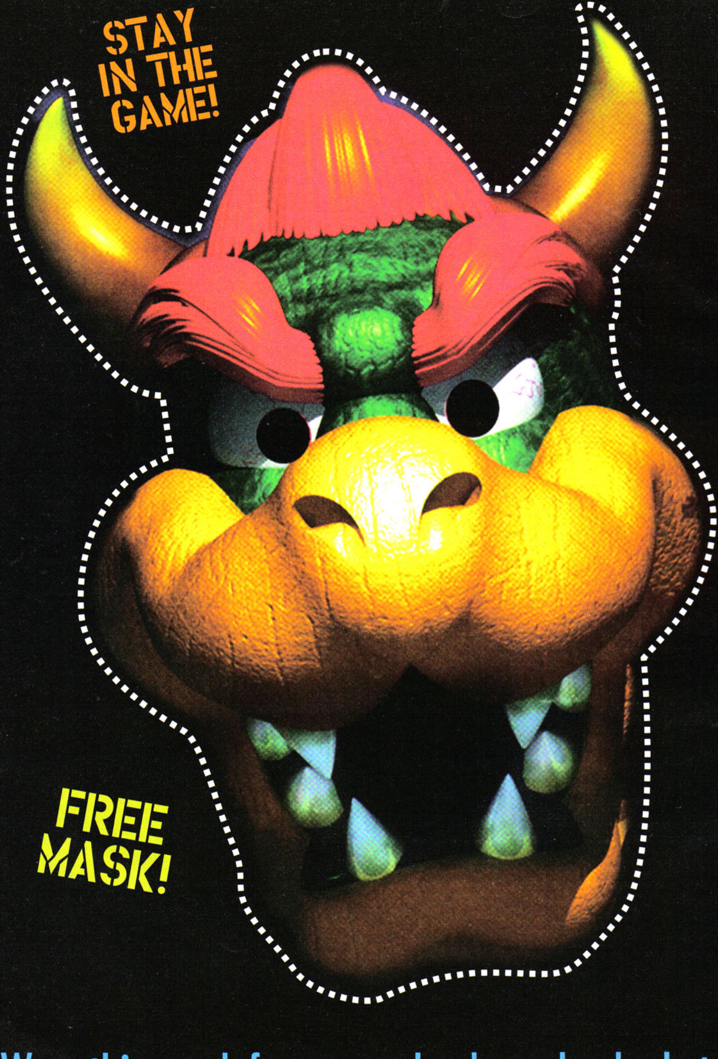
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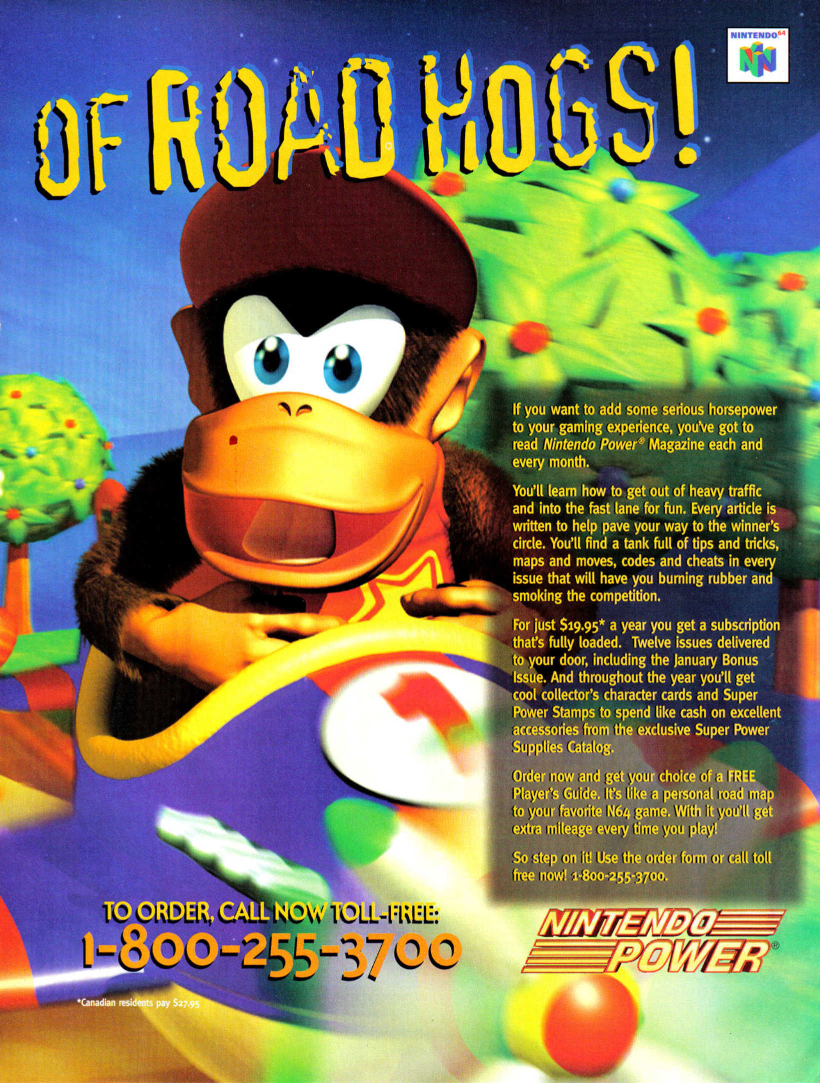
4



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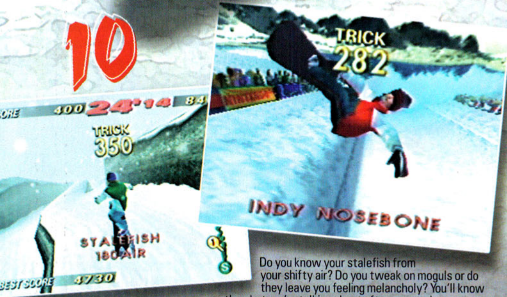
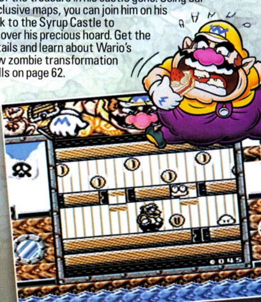

SCORE 400 24'14 84
TRICK 350
STALEFISH
180AIR
BEST SCORE 4730
TRICK 282
INDY NOSEBONE

Do you know your stalefish from your shifty air? Do you tweak on moguls or do they leave you feeling melancholy? You'll know exactly what we're talking about after you read up on our tips and strategies for the riders, boards, tricks and courses in Nintendo's 1080° Snowboarding, a cool title that's part racing, part freestyle and pure fun.

62

WARIO LAND II

It's a lousy day for Wario—when he wakes up, he finds all of the treasure in his castle gone. Using our exclusive maps, you can join him on his trek to the Syrup Castle to recover his precious hoard. Get the details and learn about Wario's new zombie transformation skills on page 62.



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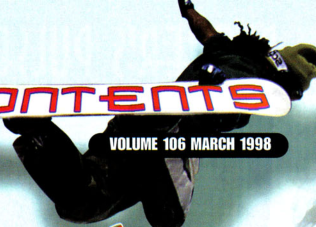

RAMPAGE WORLD TOUR

Ralph, Lizzy and George are back and rampaging across the globe in Midway's revised arcade-classic, completely updated and enhanced for the N64. Our monstrous review includes a culinary menu of hapless humans and other goodies in the game and warns you away from the junk food that leaves a sour taste in your mouth or smoldering embers in your over-sized stomach.

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Strategy

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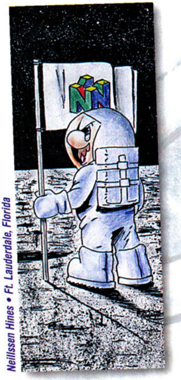
1997 NINTENDO POWER AWARDS

76

Does GoldenEye 007 have the golden touch? Will it win Best N64 Game of 1997? That depends on your vote in the Nintendo Power Awards. Read up on the nominees for Best Hero or Heroine, Most Innovative Game, and the controversial "More Annoying Than The Spice Girls" Award, then vote on your Player's Poll Card and mail it. You might win a t-shirt, a game, or score an N64 system and game library!

PLAYER'S PULSE

This month, readers are sounding off on WCW Vs. NWO, DKR and Bomberman 64. They also have a thing or two to say about earning bonus options by finishing a game. Who's right? Let us know by sending us your two-cents worth of Siskel-and-Eberting via snail mail or e-mail!

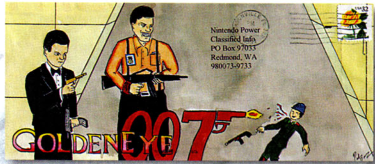


Neillssen Hines • Ft. Lauderdale, Florida

Wrestle Mania

Whoa! I finally found the perfect wrestling game: WCW vs. NWO: World Tour. With the new grapple-and-counter system, THQ has resolved the stupid button mashing of WWF Royal Rumble and its clones. And there's no more waiting! If you are eliminated from Battle Royal, you can still play outside of the ring by dragging other wrestlers out from under the ropes. Even GoldenEye 007 seems pitiful compared to this game's multiplayer mode, especially the Battle Royal mode, which is total carnage. Add to that the high quality graphics and incredible number of moves, wrestlers and options, and WCW Vs. NWO is easily the best wrestling game ever made.

Dominique Gagnon
Via the Internet



Patrick Barry • Jacksonville, Florida

WCW Vs. NWO: World Tour is absolutely the best video game I have ever played. The graphics are great and the game play is fantastic. However, there are too many parts where a guy's arm or something goes right through someone's body, and the game doesn't include the wrestlers' theme music. Besides that, it's great!

Michael Kwan
Via the Internet

Adam DeAngelo • Fredericksburg, Virginia

Diddy Kong Rating

I think Diddy Kong Racing is one of the best games ever to come out on the Nintendo 64. When I tell my friends about it, they have one response: Mario Kart 64. DKR is very different from Mario Kart. In DKR, you have three vehicles to choose from, new weapons and power-ups. And I love the new graphics system Rare used for the game. DKR delivers a world of racing mixed with a touch of adventure.

Patrick Samona
Via the Internet

Diddy Kong Racing takes the best elements of the best games, mixes them together, and produces the most repulsive concoction I have ever seen. Just imagine trying to mix your favorite foods in a blender: steak, pizza, ice cream, Oreo cookies, broccoli, asparagus, apples, bananas, and a piece of sausage. Hit blend, then try telling someone it's the perfect mix. If I want flight, I'll take PilotWings 64. If I want racing, I'll buy Mario Kart 64 or Extreme-G. If I want action, I'll take Star Wars: Shadows of the Empire. If I want adventure, give me Zelda or Mario anytime! I'm hoping that, in the future, Rare won't spring surprises on us like this one.

Anthony James Larrea
Via the Internet

Equally surprising is that you've listed "a piece of sausage" as one of your favorite foods! Dietary preferences aside, your point is well taken. Some gamers and racing purists agree that DKR somehow compromises racing along its 30-plus tracks (by far, the highest number of tracks for any N64 racer) by requiring racers to seek out hidden keys, Gold Balloons and Silver Coins. We think the combination successfully adds more depth to the genre. The way we see it, adding anything extra (adventure elements or, heck, even a piece of sausage) to DKR isn't overkill—it's just icing on the cake.

Down with Pipsy

In Volume 104, you stated that Pipsy was the best driver in Diddy Kong Racing. I've got some news for you: Pipsy stinks! Her top speed is as slow as, if not slower than, a 300-year-old dog chasing a slug uphill. Therefore, your new year's resolution should be TO LEARN HOW TO DRIVE!!! Krunch and Bumper are the best (besides Drumstick, of course). At top speed, Krunch and Bumper eat small mammals and turtles, like Pipsy and TipTup, for breakfast.

Bob Race
Via the Internet

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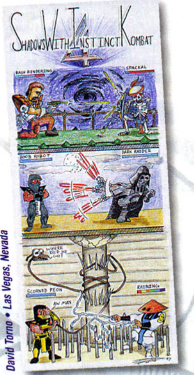

David Torno • Las Vegas, Nevada

Indeed, Krunch is the fastest of the eight regular Diddy Kong racers. However, we ranked Pipsy as the best driver because it's not speed alone that makes a good driver. Pipsy's tight handling and quick acceleration makes her the favorite driver of many gamers, including many of the game testers here at NOA. Surely you're a pro if you can master Krunch, but the Kremling isn't second in speed to only Drumstick. T.T. the clock is another hidden character who can leave Krunch in the dust. He's not only the fastest driver, but T.T.'s handling and acceleration are far superior to Drumstick's. To access T.T., switch on Time Trial in Tracks Mode. If you race an especially fast time in a track, you'll activate T.T.'s ghost for that course. Once you've beaten the ghost on all 20 regular tracks (you can ignore the battle arenas and Trophy Races), you'll be able to select T.T. as a driver. It's not an easy task, but, quite frankly, using Pipsy will make the job considerably easier.

George Patsouras • Astoria, New York

Stop Limiting My Fun!

I thought that if you buy something, you own it and all that it contains. Obviously, you do not think so. I don't know what reasons you have for limiting my fun, but they better be good. I own GoldenEye 007, so I should be able to play any level and be any character I want, regardless of how "far" I've gotten in the game. There should be an option for this; none of this "you have to beat certain things and go in order" stuff. I own the game. I discussed this with many of my friends, and some side with you, saying that it makes the game more fun.

Jason Krpan
Winthrop Harbor, IL

You can't just skip to the good parts, Jason—that's like reading the last page of a book or sitting through the finale of a movie before you've found out the rest of the story. Gaming is meant to be an experience that builds upon itself, and, like anything in life, you learn as you go so you can apply your knowledge to move further. If GoldenEye allowed you to skip straight to the Cradle, Egyptian or Aztec levels, you wouldn't have the spying finesse and know-how that you would have developed had you played through the game in order (and instantly getting blasted into Swiss cheese because you don't know how to defend yourself doesn't sound very fun to us, Jason). In many games, you could score up to 999,999 points, but just because there's that chance, doesn't mean that the game should hand it to you on a platter. You own the game, and, while you may not be able to access the extras yet, you own the bonus options nonetheless. And we're confident you also own the ability to work your way up to them.

SORRY FOX, THERE JUST ISN'T ENOUGH ROOM FOR BOTH OF US ANYMORE.
...oooN

Daniel Vasi • Elyria, Ohio

BOMBER MAN 64
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Michael Singleton • Lumberton, North Carolina

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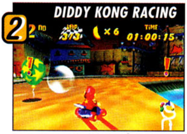
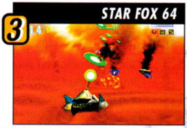
POWER CHARTS

This month, in addition to voting for the monthly Power Charts, you can cast your vote for the 1997 Nintendo Power Awards. Don't let your favorite game of the moment or your favorite game of the year get overlooked. To vote, fill out the insert card between pages 82 and 83 and send it in!

NINTENDO 64 TOP 10

1 GOLDENEYE 007

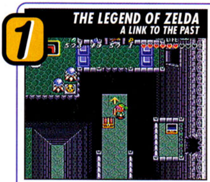

2 DIDDY KONG RACING


3 STAR FOX 64

James Bond is known by two numbers: 007 and #1. After a month with WCW Vs. NWO on his trail, he eludes the wrestlers as they tumble down four spots. Meanwhile, AeroFighters Assault makes a surprise debut, landing at eight.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	1	15
2	DIDDY KONG RACING	NINTENDO	3	4
3	STAR FOX 64	NINTENDO	4	10
4	SUPER MARIO 64	NINTENDO	6	18
5	BOMBERMAN 64	NINTENDO	—	3
6	WCW VS. NWO: WORLD TOUR	THQ	2	2
7	MARIO KART 64	NINTENDO	5	15
8	AEROFIGHTERS ASSAULT	VIDEO SYSTEM	—	1
9	NFL QUARTERBACK CLUB '98	ACCLAIM	7	3
10	SAN FRANCISCO RUSH: EXTREME RACING	MIDWAY	10	3

SUPER NES TOP 10


1 THE LEGEND OF ZELDA A LINK TO THE PAST

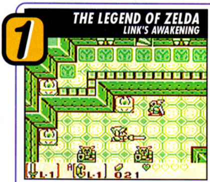
2 SUPER MARIO RPG

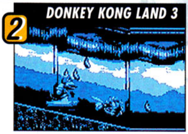
3 DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE

After an unusual shake-up last month (thanks to WCW Vs. NWO), the Super NES chart returns to its usual self. And, as usual, A Link to the Past is still on top.

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	73
2	SUPER MARIO RPG	NINTENDO	2	23
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	17
4	FINAL FANTASY III	SQUARE	4	39
5	DONKEY KONG COUNTRY	NINTENDO	5	41
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	35
7	CHRONO TRIGGER	SQUARE	7	32
8	SUPER MARIO KART	NINTENDO	—	59
9	FINAL FANTASY II	SQUARE	—	64
10	STAR FOX	NINTENDO	—	60

GAME BOY TOP 5


1 THE LEGEND OF ZELDA LINK'S AWAKENING


2 DONKEY KONG LAND 3

3 SUPER MARIO LAND 2 6 GOLDEN COINS

This month, we're covering Castlevania Legends, Bust-A-Move 2, and Wario Land 2. Could these new Game Boy titles crack the top five? It's up to you, so be sure to cast your vote!

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	59
2	DONKEY KONG LAND 3	NINTENDO	2	4
3	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	5	64
4	DONKEY KONG LAND 2	NINTENDO	3	19
5	DONKEY KONG LAND	NINTENDO	4	38

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. YOSHI'S STORY (N64)
4. GOLDENEYE 007 (N64)
5. SUPER MARIO 64 2 (N64)
6. AEROFIGHTERS ASSAULT (N64)
7. SUPER MARIO RPG 2 (N64)
8. DIDDY KONG RACING (N64)
9. MISSION: IMPOSSIBLE (N64)
10. EARTHBOUND 64 (N64)

LETTERS, CONTINUED...

Made of Clay

Boogerman is a hidden character in Clay Fighter 63 ⅓, but what about Elliot Houser? Like Hobo Cop, the 11-year-old from St. Paul, Minnesota didn't make it into Interplay's twisted tournament fighter, but he had his likeness molded into a clay maquette like the ones that were digitized into the game. Elliot scored the grand prize in Volume 98's Player's Poll Contest and won a trip to Interplay in California, where his sculpture was being molded. He rounded off his weekend getaway with a day at Disneyland, but, being the gamer he is, Elliot's favorite part of the trip was seeing Interplay's programmers at work and then being able to test their gaming skills at the local arcade.

Putting himself in Interplay's hands, Elliot Houser had his likeness molded into a clay caricature, like the ones used in Clay Fighter 63 ⅓.

It's Not Whether You Win or Lose...

You know what stinks about today's games? There's way too much emphasis on beating the game and finding everything. It used to be that you never got a thing for finding all the items. Now, players expect to get a reward for finding everything, then they complain that they've done it all and proceed to sell their game. What I suggest is that players stop and take a look at what's around them in the game. Maybe, just maybe, these "no replay value" complaints will disappear.

Steven Reich
Jannesville, WI

Da Bomb or a Dud?

Bomberman 64 is so much better than the original. You described it perfectly when you called it frantic fun. The Adventure Mode in the Super NES Bomberman was a flop, but the N64's adventure mode alone is reason enough to buy Bomberman 64—it's all about finding the custom parts and secret areas. But the lure of Battle Mode is what really draws people into Bomberman 64.

David Fuad
Via the Internet

Didn't we learn from Jurassic Park that just because we can, doesn't mean we should? The automatic way to make a classic game worthless is to make it 3-D. 3-D Tetris? That's too complicated. Some things should be left as they are—including Bomberman.

Jim Eskew
West Chester, OH

In and Out

In Volume 104, in the Bonus Issue's In and Out List, you listed Zelda 64 as "in" and Final Fantasy VII as "out." Get a clue: the games are obviously different types of games. I know Zelda 64 is going to be an awesome game, but it's an adventure. Final Fantasy VII is the king of RPGs for now, until FFVIII comes out, or, maybe even EarthBound 64. Zelda is the king of adventure games and you can't compare Zelda 64 to FFVII—it's like comparing Super Mario 64 to GoldenEye 007. I'm not bashing Nintendo. In fact, the N64 has got some really awesome games, including Super Mario 64, Turok: Dinosaur Hunter and GoldenEye 007, and I'm eagerly awaiting some future games including Zelda 64, Dracula 3-D and Hybrid Heaven (if it's anything like Metal Gear). Just don't bash other systems because they aren't your system. Although 70% of PlayStation's games are horrible, it still has some good or even excellent games.

Richard Burns
Via the Internet

WRITE AWAY RIGHT AWAY!

Yoshi's Story arrives this month WITHOUT Baby Mario. That's at least one thing the game has going for itself. Do you think Yoshi's Story has plenty of great and novel ideas to offer gaming, or is all the hype purely fiction? Should more side-scrollers enter the next generation?

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Background Art: Eric "Baltazar" Villanueva • Lantana, Florida

1080° TenEighty SNOWBOARDING™

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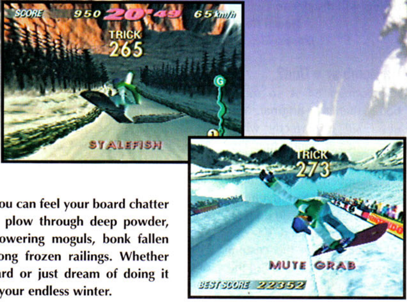
It's an endless winter in Nintendo's 1080° Snowboarding! Our NP exclusive shows you how to bust out the best tricks in the game.


SCORE 950 20'49 65km/h
TRICK 265
STALEFISH
TRICK 273
MUTE GRAB
BEST SCORE 22352

See, Hear, Feel.

1080° Snowboarding is the closest thing you'll find to boarding without risking frostbite. The game's crystal-clear graphics and spectacular sound effects are beyond anything seen in a skiing or snowboarding video game so far. And you can heighten the realism by plugging in a Rumble Pak so you can feel your board chatter across slick ice, plow through deep powder, slam between towering moguls, bonk fallen logs or slide along frozen railings. Whether you love to board or just dream of doing it someday, this is your endless winter.

Six Modes

1080° Snowboarding's six modes are different formats of freestyle and racing contests. Time Attack is a slalom course. Match Race and 2 Player Vs modes are both head-to-head competitions. Both Contest and Trick Attack modes are stunt challenges in which you earn points by performing tricks. If you're looking for a free ride session, you can sharpen your skills in Training mode's half pipe and free-ride park.

TIME ATTACK

TRICK ATTACK

TRICK 450
360 AIR
540 AIR

CONTEST

2-PLAYER VS

TRAINING

1.MELANCHOLY
STALEFISH 250 PTS
180 AIR 100 PTS
180 AIR 100 PTS

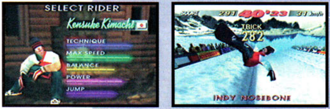
MATCH RACE

TIME 0'29"04
DAMAGE
109km/h

Riders

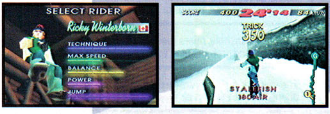
All five riders have different strengths and weaknesses—study their statistics to plan your strategy. A rider with a high max speed is great for racing, while a character with good jumping skills and power will score high in the half pipe and Trick Attack.

KENSUKE KIMACHI


SELECT RIDER
Kensuke Kimachi
TECHNIQUE
MAX SPEED
BALANCE
POWER
JUMP
SCORE 291 40'23
TRICK 282
INDY NOSEBONE

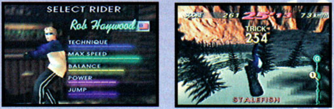
Kensuke doesn't have a specialty, but his balanced skills guarantee that he'll make a good showing in any racing or freestyle event. Pair him with a Scout board in the half pipe or a Tahoe on the race course.

RICKY WINTERBORN


SELECT RIDER
Ricky Winterborn
TECHNIQUE
MAX SPEED
BALANCE
POWER
JUMP
SCORE 400 24'14 84 km/h
TRICK 350
STALEFISH
180 AIR

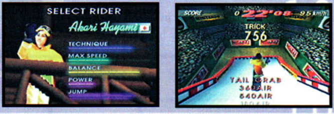
Canadian Ricky Winterborn is a natural athlete who has the best technical and jumping skills in the game. Push his stunt skills to the limit by grabbing air on the biggest ramps and berms you can find.

ROB HAYWOOD


SELECT RIDER
Rob Haywood
TECHNIQUE
MAX SPEED
BALANCE
POWER
JUMP
SCORE 261 25'13 73 km/h
TRICK 254
STALEFISH

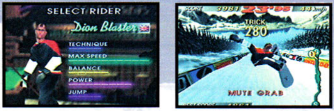
American Rob Haywood has the speed, balance and technique to dominate most of 1080° Snowboarding's contests. But if you're looking for air in the half pipe, Rob's weak jumps won't earn the high scores.

AKARI HAYAMI


SELECT RIDER
Akari Hayami
TECHNIQUE
MAX SPEED
BALANCE
POWER
JUMP
SCORE 0 22'08 95 km/h
TRICK 756
TAIL GRAB
360 AIR
540 AIR

Akari may not have much speed or power, but her outstanding balance and superior jumping skills make up for those shortcomings. She doesn't like to race, but she's always a top contender in freestyle events.

DION BLASTER

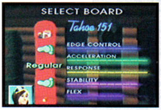

SELECT RIDER
Dion Blaster
TECHNIQUE
MAX SPEED
BALANCE
POWER
JUMP
SCORE 3981
TRICK 280
MUTE GRAB

The U.K.'s Dion Blaster is the fastest boarder on the mountain, but the big rumor going around is that this guy also has the worst balance and jumping skills. The stable Tahoe boards are best for him.

Snowboards

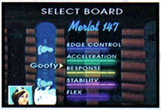
Pick your ride—1080° Snowboarding features eight different boards, all with individual performance factors. If you're shooting for a winning run, consider your rider's strengths and weaknesses before you grab a board.

TAHOE 151


SELECT BOARD
Tahoe 151
EDGE CONTROL
ACCELERATION
Regular
RESPONSE
STABILITY
FLEX

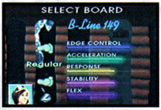
The Tahoe 151 is ideal for racing or half pipe, but it doesn't have as much flex as the Tahoe 155.

MERLOT 147


SELECT BOARD
Merlot 147
EDGE CONTROL
ACCELERATION
Goofy
RESPONSE
STABILITY
FLEX

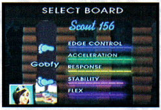
The Merlot 147 is a solid intermediate board that's perfect for mastering tricks in the half pipe.

B-LINE 149


SELECT BOARD
B-Line 149
EDGE CONTROL
ACCELERATION
Regular
RESPONSE
STABILITY
FLEX

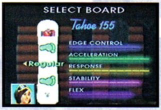
The B-Line 149 is almost identical to the Merlot 147, except it has slightly better edge control.

SCOUT 156


SELECT BOARD
Scout 156
EDGE CONTROL
ACCELERATION
Goofy
RESPONSE
STABILITY
FLEX

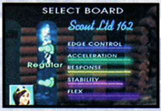
The Scout 156 has excellent acceleration, response and edge control. Try it on a gladed run.

TAHOE 155


SELECT BOARD
Tahoe 155
EDGE CONTROL
ACCELERATION
Regular
RESPONSE
STABILITY
FLEX

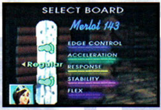
The stable Tahoe 155 is the fastest and most responsive board in the game, but it could use more flex.

SCOUT LTD. 162


SELECT BOARD
Scout Ltd 162
EDGE CONTROL
ACCELERATION
Regular
RESPONSE
STABILITY
FLEX

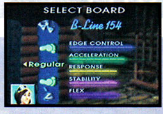
While the Scout Ltd. 162 isn't the fastest board, it does have the best flexibility of all.

MERLOT 143


SELECT BOARD
Merlot 143
EDGE CONTROL
ACCELERATION
Regular
RESPONSE
STABILITY
FLEX

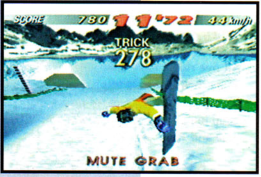
The Merlot 143 is nearly identical to the Merlot 147 except it has slightly less response and flex.

B-LINE 154


SELECT BOARD
B-Line 154
EDGE CONTROL
ACCELERATION
Regular
RESPONSE
STABILITY
FLEX

The B-Line 154 is a solid performer with good acceleration and edge control—perfect for the half pipe.

TRICKS



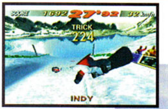
Catch air with flair! If you don't want to go through your snowboarding life looking like a hucker—that's a lame poseur who doesn't care how he or she lands—you'd better pay attention and study these grabs and spins. The moves listed on the charts below will win the big points and the high scores in 1080° Snowboarding's Contest and Trick Attack modes. When you've mastered these mid-air moves, spend some time working on the timing so you don't bail or crash on the landing. Any good shredder will tell you that the longest spins and stalled grabs won't add up to diddly-squat if you can't stomp it when you touch back down on the ground.

Grab Tricks

Grab tricks are mid-air moves that involve grabbing your board with one or both hands. The trick to scoring big is to stall or hold the pose as long as possible before you land.

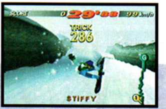
INDY	200 PTS.	➡+B	An Indy is a bent-leg grab with the riders' rear hands grip their boards between the bindings on the toe edge.
INDY NOSE BONE	250 PTS.	↘+B	This grab very similar to the Indy grab, except the snowboarders' legs are "boned" or perfectly straight.
MELANCHOLY	100 PTS.	B	To do a Melancholy, riders reach behind their straight front legs and grab the heel edge between the bindings.
STIFFY	250 PTS.	↖+B	The riders' legs must remain perfectly straight during this board grab. Get lots of air or you'll bail on the landing.
STALEFISH	250 PTS.	↙+B	A Stalefish is where the riders' rear hands grab the heel edge behind their rear legs while their rear legs remain straight.
MUTE GRAB	250 PTS.	↗+B	During a Mute Grab, riders grab the toe edge of the board with the front hand placed next to the front foot.
TAIL GRAB	200 PTS.	⬇+B	A simple and fast move, the Tail Grab requires riders to grab the tails of their board with their rear hands.
TWEAK	300 PTS.	➡+B	In this move the boarders' front hands grab the heel edge of their boards and pull it directly in front of them.
METHOD	200 PTS.	⬅+B	To do a Method, riders catch air and grab their boards' heel edge with their the front hands and hold it at head level.
NOSE GRAB	200 PTS.	⬆+B	A quick move, this is an airborne trick in which riders grab the front of their boards with their front hands.
SHIFTY	400 PTS.	⬅+B	A Shifty is a big air jump where the riders rotate their upper and lower torsos in opposite directions.

INDY



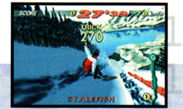
Indys are quick grabs. Use them to earn easy points while pounding down the small bumps.

STIFFY



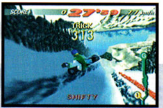
Grabs like Stiffies take time to set up—make sure you have enough air or you'll eat snow.

STALEFISH



The longer you hold a grab, the more points you'll earn. But don't bail on your landing.

SHIFTY



Shifty grabs are worth 400 points, but Ricky and Rob are the only riders who can do them.

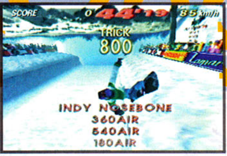
Spin Tricks

Spin Tricks are easy to learn in 1080° Snowboarding. After you master your first spin trick, the 180 Air, add the extra move to do the next trick. Keep adding on the moves until you can bust out a 1080 Air—that's three complete rotations—without thinking about it.

180 AIR	100 PTS.	A+R+⬅	This move turns you completely around in the air so you'll be riding in the opposite direction when you land.
360 AIR	200 PTS.	A+R+↻	A 360 turn is a complete circle. If you're riding forward in the half pipe, you'll land riding backward, or fakie.
540 AIR	250 PTS.	A+R+↻+R+⬅	The 540 is a 360 turn followed by a 180. Riders with strong jumping skills can pull off this move in the half pipe.
720 AIR	300 PTS.	A+R+↻+R+↻+B	This is two complete turns with a backward or fakie landing in the half pipe. Try learning this move on big jumps.
900 AIR	350 PTS.	A+R+↻+R+↻+B+R+⬅+Z	A 900 is two complete circles finished with a half turn. Get plenty of air if you want to do this on the half pipe.
1080 AIR	400 PTS.	A+R+↻+R+↻+B+R+↻+B+Z	This is three complete circles in the air. You'll spend so much time flying that you'll need a frequent flier card.

Combos Are Your Key to a High Score

Holding a grab in the air is one way to gain points, but you can earn even more when you combine several grabs with spins and flips when you catch big air. As you explore the courses, find the jumps that will give you the most air, then try a combo on that spot during the next run. The most important thing to remember is that you must stomp—touch down without bailing—the landing so you can keep all the points you earned in the air.



Half Pipe vs. Free ride

When it comes to doing tricks, the Nintendo Power staff and Nintendo's 1080° Snowboarding testers were split on where to go to do their favorite stunts. Just like real life, some players preferred to ride open terrain while others were content to bust out phat air above the half pipe all day. While nobody could agree on which was better, everyone agreed that 1080° is the best winter sports title so far on the N64.

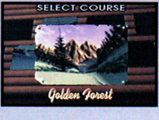
SCORE 1500 26'30 37 km/h
TRICK
261
STALEFISH

SCORE 861 31'27 98 km/h
G
1

SCORE 6150 31'81 44 km/h
TRICK
450
360AIR
540AIR
BEST SCORE 15798

COURSES

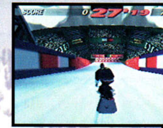
No matter which of the six modes you decide to play in 1080° Snowboarding, you'll have to memorize every mogul and icy patch on the eight courses before you can take over the scoreboard. While eight courses might sound small, you'll spend hours seeking out the shortcuts, jumps and fastest routes down the mountain.

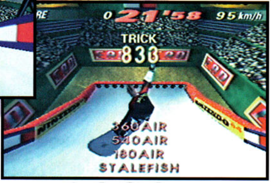

SELECT COURSE
Golden Forest

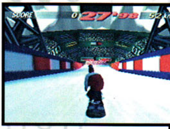
SCORE
0
30'23
100 km/h

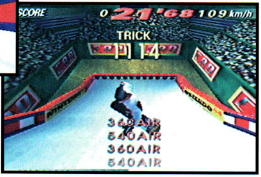
Air Make

Air Make is a massive jump inside a crowded arena. Of all eight stages in the game, this is the smallest place to ride, but Air Make has one of the biggest jumps where you can catch the most air and score big stunt combos.


SCORE
0
27'19
72 km/h


0
21'58
95 km/h
TRICK
838
360 AIR
540 AIR
180 AIR
STALEFISH


SCORE
0
27'93
52 km/h

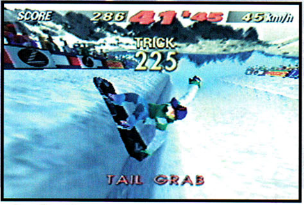

SCORE
0
21'68
109 km/h
TRICK
1114
360 AIR
540 AIR
360 AIR
540 AIR

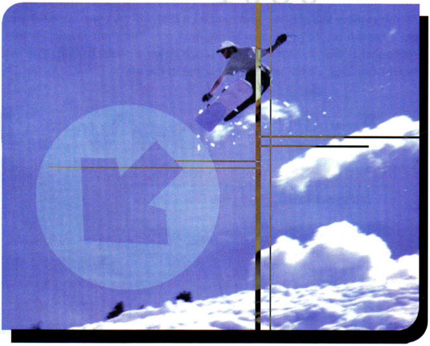
Tuck to build your speed before the jump, then push off to get additional air so you can go for multiple spins and flips.

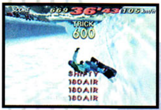
Air Make's nordic-style ski jump is one of the best big air venues for pulling off combo tricks. You'll find that you can pull off four or five moves before you have to straighten out and touch back down on the snow.

Half Pipe

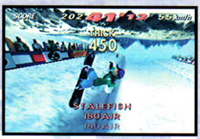
If the half pipe in the Training mode were reproduced in real life, it would probably stretch for five miles. This long pipe is ideal for perfecting your tricks on the shorter Contest and Trick Attack arenas.

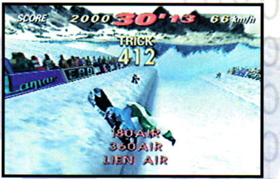

SCORE
286
41'45
45 km/h
TRICK
225
TAIL GRAB




SCORE
669
36'43
105 km/h
TRICK
600
SHIFTY
180 AIR
180 AIR
180 AIR

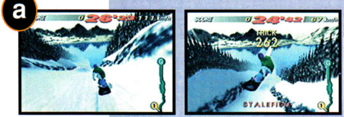
You'll ride the Half Pipe when you choose Training, Contest or Trick Attack modes. Training's half pipe is the longest, making it ideal for practice sessions.


SCORE
202
41'12
55 km/h
TRICK
450
STALEFISH
180 AIR
180 AIR

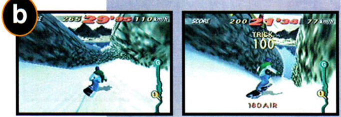

SCORE
2000
30'13
66 km/h
TRICK
412
180 AIR
360 AIR
LIEN AIR

Crystal Lake

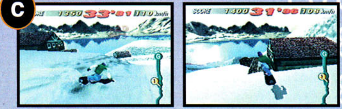
Crystal Lake is the easiest course in the game. This run features a little bit of all the terrain from the other courses in the game, and it's an ideal primer for learning how to master riding through powder or jumping moguls.



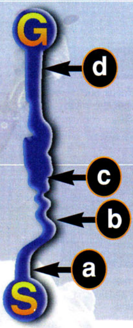
There are two moguls near the starting line on the Crystal Lake course. Dodge them if you're racing, or hit them head-on for some serious air if you're trying to score mid-air spins and grabs.

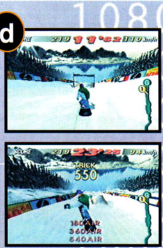


The course narrows through these tight S-curves, but if you have a board with sharp edges, you won't eat the rock walls. Catch some big air as you blast down the chute at the end of the turns.



There's another short run on the other side of this shack. To find it, jump off the ramp next to the building or plow through the powder until you can cut into the gap between the wood fence and rock wall.

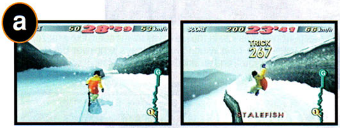




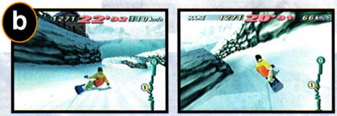
Hit the wood ramps to earn stunt points, or dodge them if you're racing and want to kick it for a high-speed score.

Crystal Peak

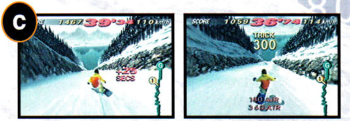
The top half of Crystal Peak is obscured by snow flurries, but your view will be crystal clear by the time you're halfway down the course. This run has a few bare spots. You won't have a problem if you jump the exposed rocks.



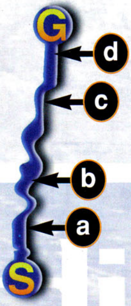
You'll find it easier and faster to jump these rocky ledges instead of following the course through the twisting canyon. You won't have any problem keeping your balance on these short jumps.

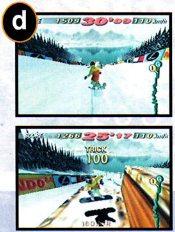


Stay right to catch this tiny shortcut. The small canyon leads to a snowy run that bypasses the slick turn by the N64 ice sculpture. Keep up your speed or you'll get bogged down in the deep powder.



This narrow mogul field is great for busting out huge air and tricks, but you'll want to avoid the bumps if you're racing for a time or against another rider. Stay in control or you'll flail and bail.

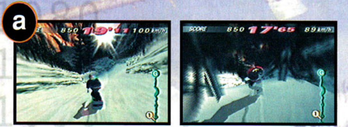




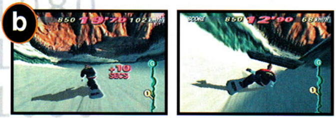
This flat section is identical to the bottom of the Crystal Lake run. Hit the jumps only if you're going for stunt points.

Golden Forest

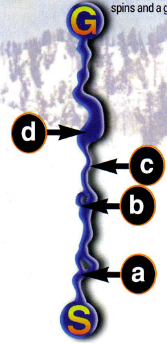
Heavy snowfall has buried most of the Golden Forest in several feet of powder, which is ideal for carving turns through the gladed runs throughout this narrow course. Go for the trees if you're racing and looking for shortcuts.

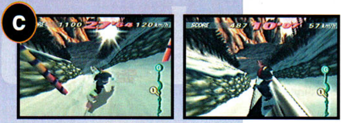


Slam across the top of these moguls if you're looking for air, but keep your speed up so you can blast through the thick powder when you hit the first gladed run on the left side of the course.

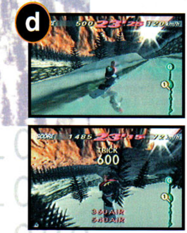


If you go left at this fork, you'll have to jump the huge tree trunks blown down across the course. The right path is wider and doesn't have any trees, but you'll lose time covering more ground.





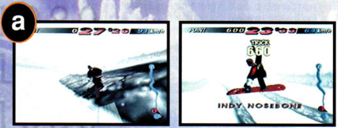
As the course winds down the mountain, freestylers will want to hit this fallen log. Hop on it then rail-slide up the trunk and do a couple of spins and a grab as you jump off the end.



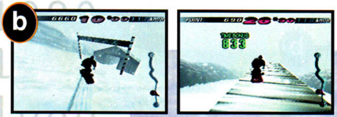
You can catch plenty of phat air off the berms in front of the glades, but plan your landing or you'll taste tree bark.

Mountain Village

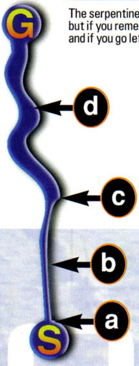
Mountain Village is an endurance challenge that will destroy all but the best boarders. The key to winning here is to conserve your energy on the upper half of the course so you can go for broke on the moguls and jumps at the bottom.

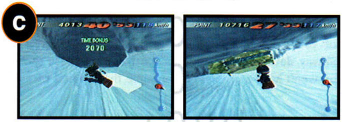


Unlike the slick rocky ledges at the start of Crystal Peak, the heavy powder snow on top of the stone staircase at the start of this course will slow you down. Stick to the lower, twisting trail.

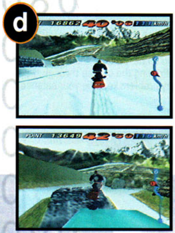


Stunt riders hunting for air will want to take a trip through this open cabin. You'll find a long ramp and some serious air when you blast out the open door on the other side of the building.





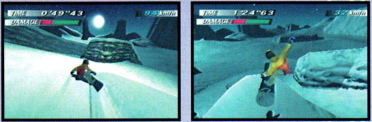
The serpentine tubes inside the ice caves might seem like a maze, but if you remember to stay right you'll always jump over the road, and if you go left you'll end up skidding down the road itself.



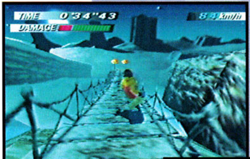
If you take the jump over the shed, make sure you have enough speed to clear the enormous boulder on the other side.

Dragon Cave

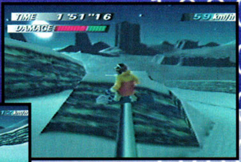
With its frozen suspension bridges, blazing torches and dazzling ring of fire, the Dragon Cave doesn't look like any run you'd find on earth. Perhaps one day your grandchildren will ride runs like this on other planets.

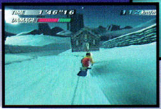


Racers and free-riders wanting variety will love this run's balance of tight chutes and tunnels coupled with broad staircases and wide-open flats.



One of the funkiest features in the Dragon Cave is this icy suspension bridge. You can even leap into the canyon below.

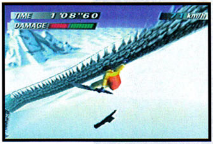




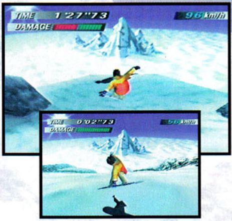
Other places in the Dragon Cave include a fully-furnished cabin you can blast through and a frozen railing you can bonk with your board and skid across.

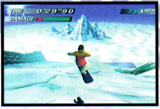
Deadly Fall

Deadly Fall is a wide-open run which begins on a broad glacier and eventually winds down into tree-lined gullies. This run resembles the alpine terrain you'd find if you went to Whistler-Blackcomb, Canada, or Val d'Isere, France.



It's always sunny on top of Deadly Fall, even when you're racing in Expert Mode. Because this run is very broad, you'll find lots of small chutes to explore.

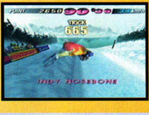


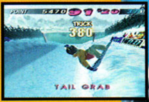


Deadly Fall's steep run begins on an open glacier, but you'll be dodging trees and boulders when you reach the bottom.

Warning:Construction Ahead

1080° Snowboarding was still in development when we went to press, so some features may change before the game arrives in stores. Stages like Crystal Lake and Crystal Peak were nearly complete, but we often boarded out of bounds on runs like the Dragon Cave and Deadly Fall.

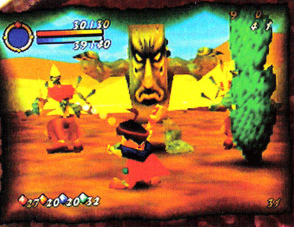




Check Out the Blast Tour

The BLAST Snowboard racing and freestyle tour might be coming to a ski area near you. These are the dates and places remaining in the 1998 tour.

February 8th-March 1st	Bear Mountain, CA
March 13th-15th	Mt. Snow, VT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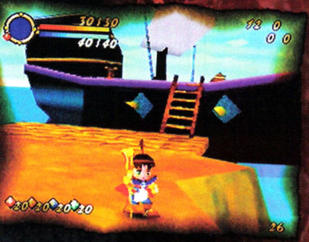
A New Chapter of Epic Proportions

Quest 64

THE QUESTING BEAST INSIDE EACH OF US YEARNS TO EXPLORE AND DISCOVER FANTASTIC NEW WORLDS. AS QUEST 64 NEARS COMPLETION, NINTENDO POWER GIVES YOU THE FIRST LOOK AT THAT WORLD.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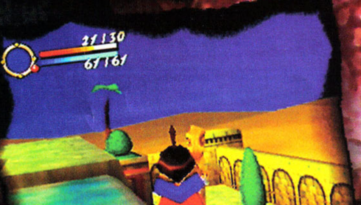
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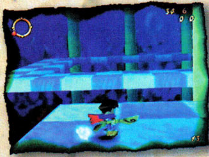
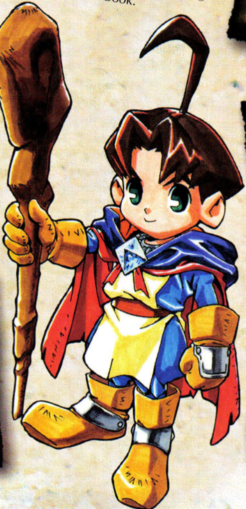
From its first appearance at Shoshinkai two years ago, Quest 64 has tantalized epic gamers with 3-D images of fantasy and magic. The promise of an RPG that lives up to the potential of the N64 has been enough to command their attention. Now, Power takes you beyond the screen shots to the real thing—the game behind the promise.

Once Upon an island...

IN A TIME LONG AGO, the kingdoms of Celtland warred over the Eltale Book. When one kingdom eventually took the magical tome, ruin befell the land. It was called the Day of Grief, and only the efforts of a great wizard restored the balance. Now, a thousand years have passed and a daring thief has stolen the book from Montrode Monastery. To recover the book, Jack, a young apprentice magician with great potential, puts his wiles to work. His quest will take him across the breadth of Celtland, sailing on pirate ships and storming great fortresses. He'll track the thief through the Carlisle forest and wander in the trackless desert dunes. He'll visit cities and castles throughout the land, performing many tasks, such as collecting the four elemental orbs of power. And everywhere he goes he'll look for his lost father, Lord Bartholomy. To avoid a second Day of Grief, Jack must overcome all odds and bring to a close the final chapter of the Eltale Book.





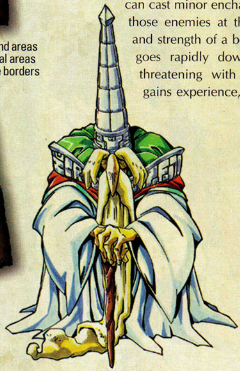
Have at You, Evil Scum!

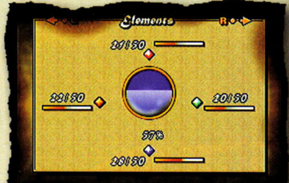
Battle On, Jack

In days of yore, the most exciting part of most RPG battles was the animation of flashing enemies. Quest 64 will banish those days forever. When enemies appear, the viewpoint changes to a dramatic angle, but the action remains exactly where it began. At this point, Jack has several choices. He can move within a limited area, cast a magic spell, or do both. After his attack, Jack waits for the enemies to advance or attack. The entire battle is alive with motion, color, and spells flying about.

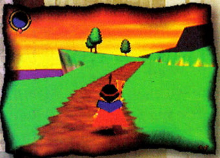
Earth, Water, Wind and Fire

Magic, as any two-bit wizard can tell you, derives from the powers of nature. When tapped, these powers draw energy from the four elemental forces of earth, water, wind and fire. Jack begins the game with a rudimentary understanding of this. Using his magic staff to direct his spells, he can cast minor enchantments at the enemies he encounters. Fortunately, those enemies at the outset of his journey have all the intelligence and strength of a boiled cabbage. Unfortunately for Jack, the situation goes rapidly downhill. His enemies become stronger and more threatening with every mile. If it weren't for the fact that he gains experience, and greater magic powers, as he defeats enemies,

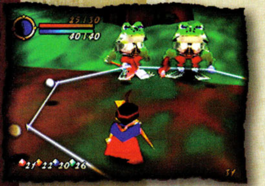




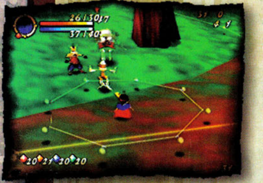
Jack's magic menu consists of four colored diamonds, each representing one of the four elemental types of magic.



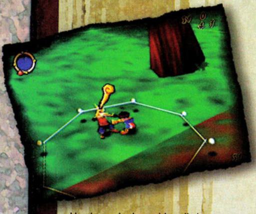
Strolling through the countryside, Jack knows that an attack can come from any side at any time.



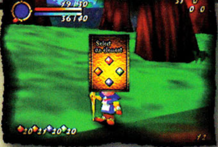
When the monsters appear, they are at a distance from our hero, who can move toward or away from them.



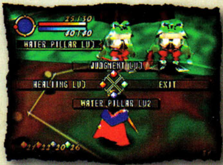
Jack and his enemies each have bound areas in which they can move. The individual areas exist within a larger battle area. The borders appear as blue and yellow octagons.



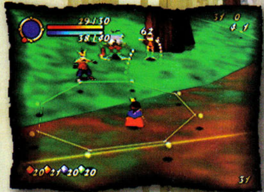
Up close, Jack can hit evil-doers with his wooden staff. His physical strength increases with experience, just like his magic power.



By defeating enemies, Jack can increase his level of magic power. When the four elemental diamonds appear, you can select one of them to boost to the next level.



After choosing one of the four elemental types of magic, you use the text menu to choose the individual spell.



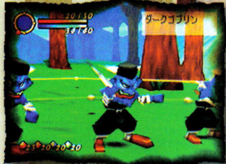
Once he's selected the magic spell, Jack can cast it on his enemies from anywhere within the battle area.

Jack wouldn't have much hope on his quest to retrieve the Eltale Book.

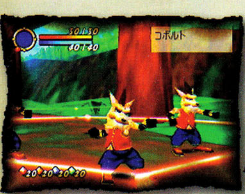
In battle, Jack selects one of the four elemental types of magic, then he selects a spell. The graphic magic menu consists of four colored diamonds representing the four elemental types of magic. When you select a type of magic, text pops up to give you further choices. Activating the spell is a simple matter of pushing the A button. In Quest 64, as in most RPGs, selecting a magic attack is the easy part. Knowing which one to choose is the tough part.

My, What Big Teeth

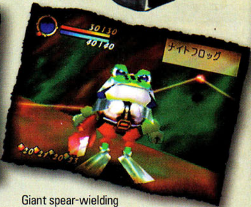
Oh, give me a home, where the monsters all roam, and the freaks and the ghouls still play. Yes, at the heart of every great epic is a monster to send chills down your spine, or better yet, hundreds of monsters to freeze your soul. Quest 64 lives up to that grand tradition and then some. Ranging from rabid rabbits to rascally rose bushes, the genetic diversity of critters in Quest 64 would make the Amazon rain forest look like a sterile petrie dish in comparison. Big monsters tower over Jack while little monsters hop around his ankles. And you'd better expect every size, shape, color and degree of nastiness in between in the other monsters you meet. But rather than talk about them, let's meet them in person.



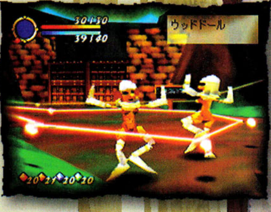
The Dark Goblins live in the forest of Carlisle.



Granny's bonnet and spectacles wouldn't disguise these wolves to Red Riding Hood or Jack. Like most of their kind, these Wolf Goats hunt in packs.



Giant spear-wielding frogs are out to ruin your stroll through the forest.



These dancing Mad Dolls stalk Jack relentlessly while maintaining perfect balance.

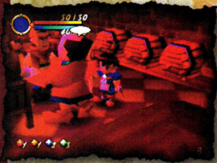
Doing the Town

Chat up your Neighbors

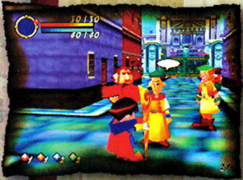
Battles may be critical to epic gaming, but exploring towns, chatting with characters, solving puzzles and stocking up for the rigors ahead is just as important. Quest 64 has literally hundreds of characters, most of whom have something to say by way of text boxes. In our incomplete version of the game, the text is still in Japanese, but at press time THQ was busy at work translating it into English. Text boxes convey the story as well as crucial information that will lead Jack on his quest. You will be given clues and hints about where to go and what to do once you get there. You'll also use the text boxes to carry out basic business such as buying items or staying at an inn overnight. Talk may be cheap, but it's invaluable, as well.

Finders Keepers

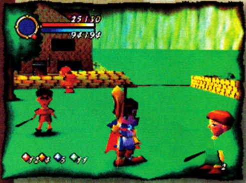
One of the most important parts of any RPG is the search for hidden treasure. In Quest 64, a simple push of the A button commands Jack to examine his surroundings closely. If he discovers something, he acts on it automatically. For instance, the red treasure chests found in the castles often hold valuable items. Jack searches them, then opens them up to retrieve the goodies. Secrets, such as hidden doors, may be found in the walls. Even the earth contains secrets, such as the clouds of magic that spring up from the ground. If Jack steps into one of these mysterious wisps, he gains one level of increased magic power.



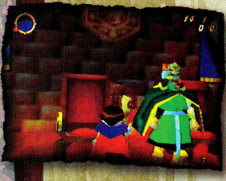
One good place to go is the local pub.



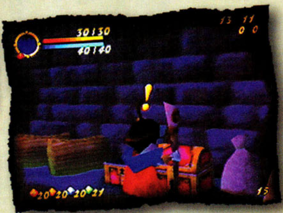
In the towns and castles there are people everywhere just brimming with information.



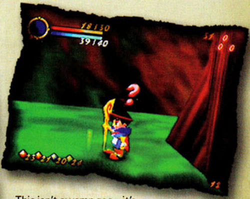
Don't ignore the children, either. Information often comes from unlikely places.



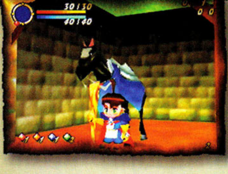
Here in the castle, a search of the wall behind the throne reveals a secret door into a cellar.



Jack searches the treasure chests for useful items.



This isn't swamp gas—it's raw magic that Jack taps to increase his powers.



Jack can walk or run, but riding horseback is even faster.

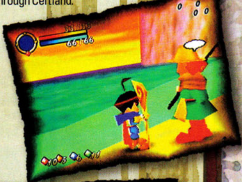
Getting Around

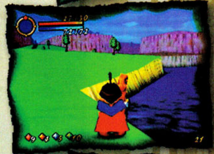
Most of the time Jack quests on his own two feet. Imagineer made use of the analog Control Stick so that a slight pressure makes him walk while more pressure makes him jog or run. But Jack isn't always a pedestrian. When you find a horse, you might as well climb aboard and gallop off. Horses can be found in different locations in Celtland, rested and ready for passing heroes. You'll also find a ship in Quest 64, and not one of those tiny tubs that were no larger than your character as in the Dragon Warrior series. No, this is a serious, seagoing ship that you can explore, and which will take you to mysterious shores. As you travel, you'll often take roads and read signs, but not everything will be marked for your convenience. THQ hopes to include an on-screen map to help out.

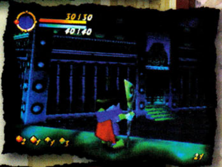
Sight-Seeing in Celtland

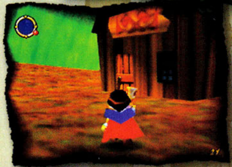
Will wonders never cease? Part of the fun of playing a good RPG is the sense of exploration, the feeling that you are seeing wondrous things that you have never imagined. On this page, we have put together some of the sights of Celtland, but this is just a taste, and many marvels may still be added to the game. Below we've shown some of the highlights from our alpha version just to give you an idea of the scope of the game.

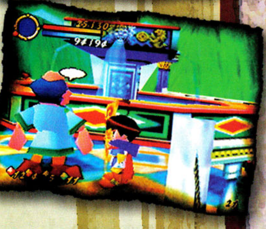
Here's a peak at some of the many places Jack will visit on his quest through Celtland.











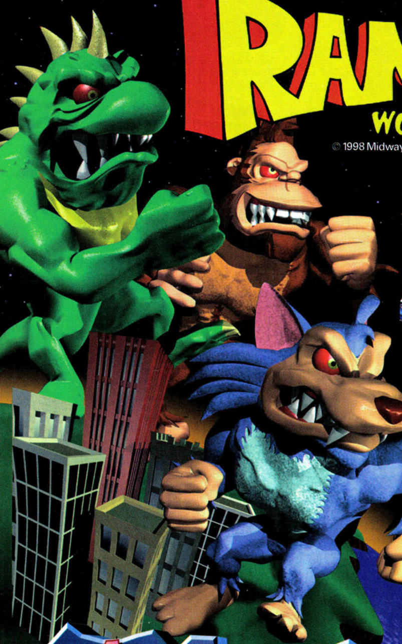
Waiting for the Quest to Begin

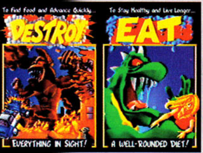
WITH THE SUCCESS of WCW Vs. NWO: World Tour, THQ has learned that patience pays off, and they aren't pushing Imagineer to finish Quest 64 before its time. Still, we expect the finished game to be released this June as a 96 megabit hit. Many items and characters have yet to be added, such as Jack's two companions, but Quest 64 has already taken shape. It's a world where we will spend many hours of happy questing. Without a doubt, it will set the standard for 3-D epics. Flatlanders beware!

EAT, DRINK AND BE MONSTROUS!

RAMPAGE™
WORLD TOUR

© 1998 Midway Games Inc.

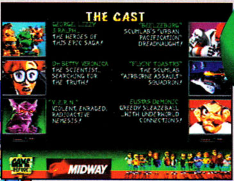



To Find Food and Advance Quickly...
DESTROY
EVERYTHING IN SIGHT!
To Stay Healthy and Live Longer...
EAT
A WELL-ROUNDED DIET!

Say so long to King Kong and goodbye to Godzilla—here come George, Lizzy and Ralph, the fiercest and funniest monsters ever to tiptoe through Tokyo. Midway Games has updated the arcade classic, Rampage: World Tour, for the N64, and the result is a simple yet challenging romp through more than 131 stages of monsters, mayhem and finger-lickin' fun!

AN ARCADE CLASSIC RETURNS

The old saying goes, "If it's not broken, don't fix it," and, in fact, Rampage: World Tour didn't need much fixing to make the leap from the '80s to the '90s. Though the graphics and sound have been updated, the concept and game play remain essentially the same, and that's definitely a good thing. Dr. Eustas DeMonic, head of Scum Labs, has transformed you into a 50-foot mutant hulk with his twisted genetic experiments. Your sole purpose now is to seek out and destroy all Scum Labs across the globe, and heaven help anyone or anything that gets in your way. Hey, what do they expect? You're a monster!



THE CAST

GEORGE, LIZZY & RALPH...
THE HEROES OF THIS EPIC SAGA!

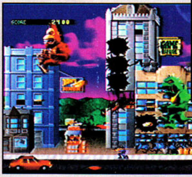
"BEELZEBORG"
SCUMLAB'S "URBAN PACIFICATION" DREADNAUGHT!

Dr. BETTY VERONICA
THE SCIENTIST... SEARCHING FOR THE TRUTH!

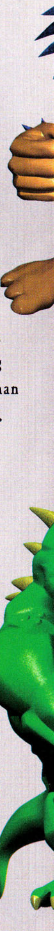
"FLYIN' TOASTRS"
THE SCUMLAB "AIRBORNE ASSAULT" SQUADRON!

"V.E.R.N."
VIOLENT, ENRAGED, RADIOACTIVE NEMESIS!

EUSTAS DeMONIC
GREEDY SLEAZEBALL WITH UNDERWORLD CONNECTIONS!

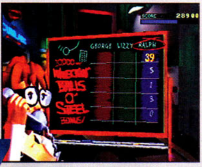


This new version features graphics that are even better than the original's, but the main focus is still on creating as much havoc as you can.



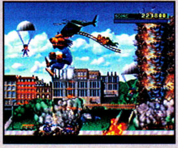
EAT & DESTROY

There are 16 Scum Lab locations around the world, and, unfortunately for the general public, you don't know exactly where they all are. To your monstrous way of thinking, the only way to ensure that Scum Labs is destroyed is to demolish (or eat!) everything in your path, including buildings, cars, planes and, yes, even people!



Dr. Betty Veronica will keep track of your progress and tally up the damage you cause.

TOIL & RUBBLE



Your goal in each stage is to punch, kick and jump your way across a specific city, munching and crunching as much as you can within the time limit. To get a "Totally Destroyed" rating, you must demolish all of the buildings completely.

RALPH

When Dr. DeMonic promised him "a lot of growth potential" in his new job, Ralph didn't know the half of it. Now the lowly lab tech is a 50-foot, blue-furred werewolf with a particular liking for Texas barbecue (or was that "Texans barbecued"?). His favorite pastime is chasing after Army tanks, even though his fur is always getting caught in their treads.

BONUS POINTS

For whatever damage you rack up in each city (including units of property damaged, number of people eaten, vehicles trashed and so on), you'll receive a bonus at the end of the stage. If you tally up enough damage in a particular category, you may also receive a special bonus of 10,000 points.

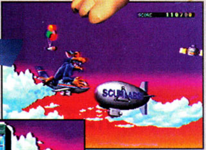
GEORGE LIZZY RALPH
WRECKIN' BALLS O' STEEL BONUS

GEORGE

George always knew he'd climb to the top of the Scum Labs corporation—he just thought he'd do it on the inside of the building, like everybody else. The fact that he's now a giant, rampaging ape has probably squashed his chances for a promotion. Well, maybe he'll just have to return Dr. DeMonic's "favor" and do a bit of squashing of his own!

WORLD TOUR

You'll eventually smash your way across all seven continents, taking out famous landmarks and sampling the local citizens. If you find and punch a World Tour flag or billboard, you'll begin the next stage in a new country.



SCORE 1723700
LIVES LEFT 1

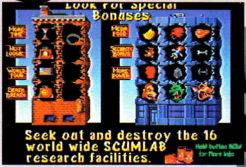
As you travel to new locales, collect special items like balloons and airships for bonus points.

LIZZY

There was a time when Lizzy had a problem asserting herself, but this once-shy scientist no longer has a problem putting her best foot forward—and stomping on whatever or whoever gets in her way. Being nearly three stories tall has done wonders for her self confidence, but she may be going a bit overboard, don't you think?

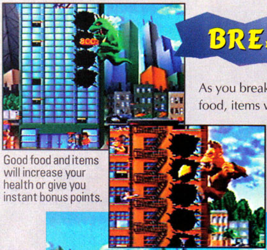
DEMOLITION DERBY

Each bit of damage you cause is worth at least 100 points. The simplest way to demolish a building is to climb up its side, punching and kicking as you go. Kicking will rock a building and eventually blow out all the windows on a floor. Punching is more direct, but you'll smash the nearest window only. If a person appears at a window next to you, press Punch to pop him or her into your mouth. You'll get a boost to your health meter and 100 points. If you're on the ground, hold Down and press Punch for a pedestrian pick-me-up.



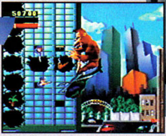
Seek out and destroy the 16 world wide SCUMLAB research facilities.

BREAKING GLASS



Good food and items will increase your health or give you instant bonus points.

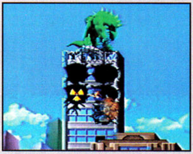
As you break windows, you'll also find energy-giving food, items worth 100 points or more, and items that will make you sick to your stomach or will somehow hurt you. The best way to find items is to break windows that are half open or are otherwise different from "normal" windows.



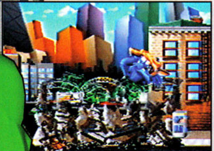
If you're desperate for an item, chances are better you'll find one behind a half-open window.

TAKE IT FROM THE TOP

The fastest way to demolish a building is to climb on top of it and punch the roof. (Hold Down and press Punch repeatedly.) You may miss out on items and people, but you'll be in a good position to take out aircraft, and you'll cause lots of damage in record time. After you've caused a certain amount of damage to a building, it will start to collapse on its own.

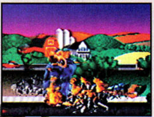


Use this technique to make up for time spent chasing vehicles or people.



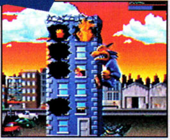
To demolish this type of long, low building, just bounce on top of it or hang on to the side of it and punch.

OCCUPATIONAL HAZARDS

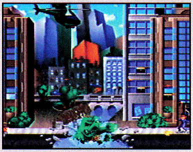


When a building collapses it will sometimes leave a hazard, like a fire, behind.

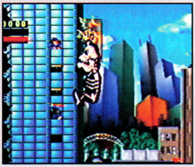
You may be a giant mutant beast, but you're not invulnerable. Though you won't have to worry about stubbing your toe on a city bus, bad items will make you sick or damage you, and there are other hazards to keep an eye on. Runaway fires, exposed electrical wires and poison gases are sometimes left behind after a building collapses, and they are all hazardous to your health. Falling into water will also damage you slightly. To clear a hazard, press the Jump Button to leap into the air and then press Jump repeatedly to glide for a short distance.



If you punch a candle and start a fire, jump before you're burned. Let the flames destroy the building.



Jumping on small bridges will sometimes open up a jumbo-sized pothole. Walk, don't stomp!



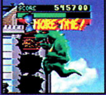
Punching signs can be an "enlightening" experience. If you hang back a bit when you punch, you may not be shocked.

EAT OR DE FEET?

Snacking on citizens is good for you, but you won't get any energy or points from kicking one. Fortunately, if you kick a person or one falls out a window and becomes "street pizza," you can still eat the mess before it dissolves. Delicious and nutritious!

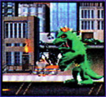
SPECIAL ITEMS

As you smash windows, keep an eye out for "Powerball TVs" (TVs showing smiley faces) and other rare items to gain special powers temporarily. Press the Kick Button to activate a special power.



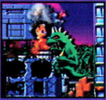
TIME

Punching the hourglass icon will extend the available destruction time for the current city.



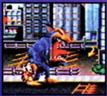
HOT LOOGIE

If a TV shows a face alternating with a wall of fire, punch it to collect the Hot Loogie power. You'll be able to spit flames.



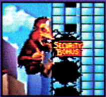
POWER

Grabbing the boxing glove, weight or dumbbell will boost your strength, allowing you to smash a whole floor with one punch.



DEATH BREATH

The Death Breath icon is a TV showing a shouting face. The Death Breath roar will destroy all the buildings and enemies on screen.

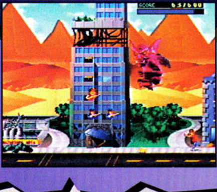


SECURITY

Collect the teddy bear, doll or bone icon to gain a Security bonus and temporary invincibility.

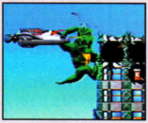
HEY, V.E.R.N.!

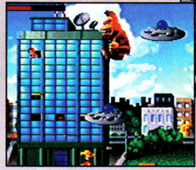
Each Scum Labs facility produces barrels of toxic waste. If you eat this waste, you'll be transformed into V.E.R.N. (Violent Enraged Radioactive Nemesis) until the end of the stage. V.E.R.N. possesses ultra-strength and can fly under his own power.

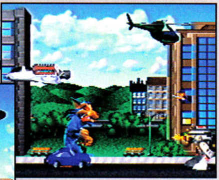


TWISTED METAL

While most of your attention will be focused on smashing buildings, you'll also have to contend with a lot of vehicles and other features. Most of the vehicles you'll find in the early stages will be civilian ones. Once the police and military get wind of you, however, you can expect them to call out the big guns, including some rather advanced robots and aircraft.



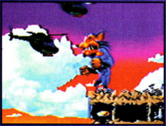




You'll be shot at from all sides, not only by vehicles, but by soldiers, police and armed citizens. Now we know for sure that the government has been hiding flying saucers!

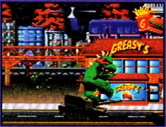
DEFENDERS

You can't crush whole cities and slurp up people like so much pasta without expecting some resistance. Both the police and the military turn will turn out in force.



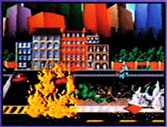
HELICOPTER

Police and military choppers will buzz you like flies. They'll often make strafing runs just beyond your reach. Jump at them or climb up buildings and swat them as they swoop by.



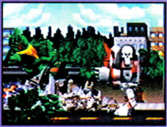
TANKS

After the first few stages, you can expect a whole column of tanks in nearly every city. You can punch or kick them, but it will take three blows to take one out completely.



MINI MECH

These nasty little robots pack a lot of firepower, and if you get too close, they'll fry you with flamethrowers. Sometimes it's better to just climb out of their line of fire.

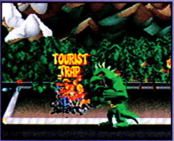


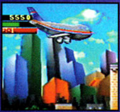
SUPER MECH

It's possible to destroy a Super Mech, but it can absorb a lot of punishment before going down. Once you destroy its outer shell, you'll find a Mini Mech waiting for you inside!

BONUSES & SECRETS

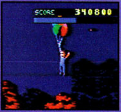
Life isn't all carnage and chaos, so take the time to collect secret bonuses. For example, some cities have special sights or attractions. They won't be labeled and may look like part of the background, but if you punch them, you'll find Tourist Traps full of vacationers, tanned to the peak of perfection and ready for picking!





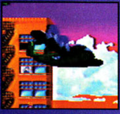
JUMBO JETS

Punch these jets to tear open their cargo bays. The planes will explode and crates will drop to the ground and break open. The items inside will likely be edible.



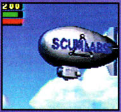
BALLOONISTS

You'll sometimes see balloonists floating high above the skyscrapers. Every time you touch one, you'll receive a bonus. After you hit one a few times, he'll explode.



AIR CARGO

These planes carry cargo, too. You'll often find a cow, a sheep or a chicken in the crates. If you leave a chicken alone for a few seconds, it may lay an egg.

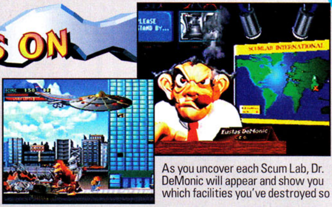


AIRSHIPS

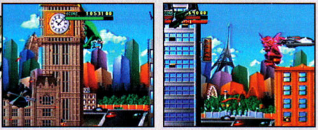
Besides balloonists, you'll also see airships, flying saucers and other high-flying objects. If something is not shooting at you, it will probably give you bonus points.

THE BEATING GOES ON

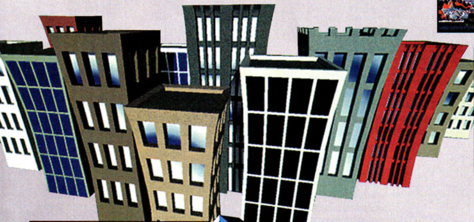
Most of the Scum Labs are overseas, but even if you don't find the World Tour flags, you'll eventually visit other countries automatically. Besides the 131 normal stages, you'll find secret stages, like Suburbia and Underworld, and bonus stages. In one bonus stage, you'll have to eat as many people as possible within a time limit.

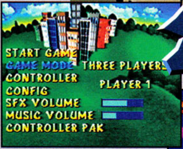


As you uncover each Scum Lab, Dr. DeMonic will appear and show you which facilities you've destroyed so far.



While the secret stages are fictional places, nearly every other city you visit in the game is named after a real place. Some will even have their signature landmarks in the background.

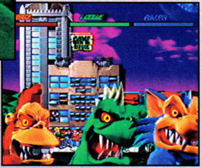




START GAME
GAME MODE THREE PLAYERS
CONTROLLER PLAYER 1
CONFIG
SFX VOLUME
MUSIC VOLUME
CONTROLLER PAK

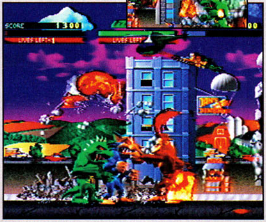
Each player can configure his or her controller individually before the game begins.

MONSTROUS MULTIPLAYER

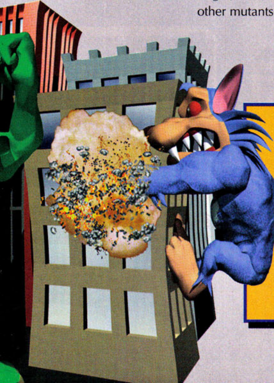


Players can select any monsters they want in four different color schemes.

As fun as Rampage is for one person, it's even more entertaining as a two- or three-player challenge. Each player can choose any of the three monsters, and you can even have three of the same monster in play at once. The monsters can cooperate or compete, and at the end of some stages, the creature who inflicted the most damage on the other mutants will receive a Buddy Bashing bonus!



Even when you're cooperating, it's easy (and so tempting) to "accidentally" hit your fellow monsters. In multiplayer, you'll have to compete against them to score bonus points.



BUTTON-MASHING FUN!

In this age of textured polygons and 3-D environments, how does a sprite-based, side-scrolling button-masher rate with the jaded game gurus at NP? In the weeks since Rampage arrived here, we've spent an insane amount of time playing it. Why? Sometimes you just want to pick up your controller and go straight to the good stuff—you know, no fussing with complicated controls, let's just play! On the other hand, though it's easy to learn and play, this game also demands strategy and quick reflexes. The not-so-subtle humor helps as well, from the creative use of barnyard animals to the tiny Elvis we spotted walking the streets of Vegas. Rampage rocks!

CLASSIFIED INFORMATION

0428 6211 4342 0680

MEMBER IDENTIFICATION #

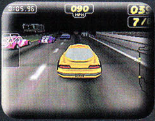
San Francisco RUSH Extreme Racing

Rush Wrap Up

San Francisco Rush takes the leadoff spot this month with the last in a long line of terrific codes. Some of these codes can be entered using the Control Stick, but we recommend the Control Pad. Most of these codes can be used at the same time. If a code doesn't work after several tries, turn your Control Deck off and then on before trying again. The City by the Bay won't be the same after you've carved up the highways and byways with these cutting edge codes!

Foggy Night

To race at night, first go to the Options screen and highlight the "Fog" option. While holding all four C Buttons, press Left or Right on the Control Pad or Stick until you see a new "Foggy Night" option.



Unlimited Time

To disable the race clock, first go to the Setup screen, hold Z and then press and hold bottom C and then top C. Release the C Buttons. While continuing to hold Z, press and hold top C and then bottom C.

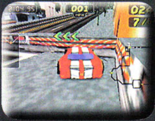
Reverse Controls

On the Options screen, highlight "Mirror." Hold all four C Buttons and press Left or Right until the "Extreme" option appears. This option reverses all driving controls, e.g., steer Left to go Right.

0:35.51
036
MPH
02
8/

Auto Abort Disable

On the Setup screen, press top C four times. This code disables the Auto Abort feature, which brings you back to the track automatically if you leave the track or get stuck somewhere.



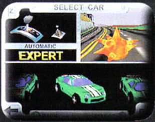
Reappear in Place

On the Setup screen, hold Z and press left C and then right C. Release both C Buttons. Continue to hold Z and press right C and then left C. If your car is destroyed, you'll reappear right where you left off.

0:28.91
002
MPH
01

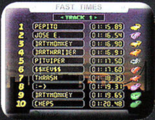
Car into Mine

On the Car Select screen, press right C, right C, Z, bottom C, top C, Z, left C and left C. This will change the picture of your car into a picture of a mine. During a race, your car will appear as normal.



Random Names

This code will juggle around any default names and scores on the Records screen. On the Records screen, press L, R, L, R, L, R, L and R.



FAST TIMES

< TRACK 1 >

1	PEPITO	01:15.89
2	JOSE E.	01:16.54
3	DRTYMONKEY	01:16.90
4	DARTHRAIDER	01:16.91
5	PITVIPER	01:17.50
6	$$KEV$$	01:17.60
7	THRASH	01:18.35
8	:-)	01:19.31
9	DRTYMONKEY	01:19.65
10	CHEPS	01:20.48

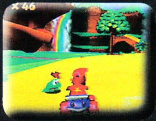
Change View

To change the camera perspective during a race, hold the L Button and press Up or Down.

DIDDY KONG RACING

Activate Drumstick

Reaching Dragon Forest is no picnic, and if you plan to continue to Wizpig's Planet, you might do well to add another driver to your team. To free Drumstick the Rooster from Wizpig's vile spells, first win all of the Trophy Races up through Dragon Forest. Now go back to Taj's meadow at the center of the island. Look for a frog with a red rooster's comb on its head. When you find it, run over it with your vehicle. Drumstick will revert back to his fine, feathered self, and he'll then be available on the Player Select screen.



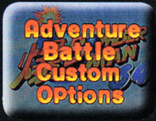
Running over Drumstick may seem cruel, but it's the only way to save him.

Drumstick will be freed from Wizpig's spells. He's one of the fastest racers in the game.

BOMBERMAN 64

Hidden Arenas

To access four hidden Battle Mode arenas, first highlight the Battle option on the title screen. As the Battle option flashes, press Start very rapidly until you hear a tone. You'll then have four extra arenas available: In the Gutter, Sea Sick, Blizzard Battle and Lost at Sea.



This code can be difficult to do. You must press Start *very* rapidly.

Hey! Watch where you throw those things, willya? Somebody could get hurt!

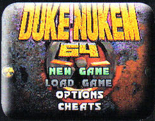
DUKE NUKEM 64

Secret Options

These codes will ensure that there's carnage and mayhem galore! To activate these codes, you must first activate the Cheats menu. Once that's done, enter any of the cheat codes on the title screen, not the Cheats menu screen. If a code is entered correctly, you'll hear a sound effect. Now highlight the Cheats option and press A to see the Cheats menu. If a cheat has been activated, you can highlight it and press A to turn it on or off. You can also pause your game at any time and access the Cheats menu to turn cheats on and off. Use the Control Pad, not the Control Stick, to enter these codes.

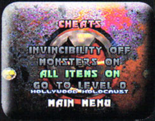
Cheats Menu

On the title screen, press Left, Left, L, L, Right, Right, Left and Left to make the Cheats option appear. Highlight it and press A to see the Cheats menu. Individual cheats must be entered separately.



All Items

Press R, right C, Right, L, left C, Left, right C and Right to get all the items and weapons in the game. When you run out of ammo, you must access the Cheats menu and turn this cheat on again to get more.



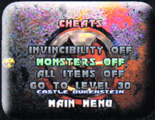
INVINCIBILITY OFF
MONSTERS ON
ALL ITEMS ON
GO TO LEVEL 0
HOLLYWOOD HOLOCAUST
MAIN MENU

Nearly Invincible

To become nearly invincible, activate the Cheats menu, press the R Button seven times, and then press Left. Even with this code activated, you'll lose a life if you're crushed or smashed.

No Monsters

This code will "turn off" all the monsters in the game. After the Cheats menu is activated, press L, left C, Left, R, right C, Right, Left and Left.



INVINCIBILITY OFF
MONSTERS OFF
ALL ITEMS OFF
GO TO LEVEL 30
CASTLE DUKENSTEIN
MAIN MENU

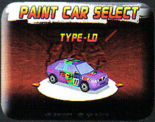
TOPGEAR RALLY

Special Options

We weren't sure if we were ever going to find any codes for Top Gear Rally, but our intrepid code hunters came through with these gems. The Rainbow Road and Texture codes can be used at any time during a race, and you can repeat them at any time to return your game to normal. These two codes can also be used together, but that could make your race really confusing!

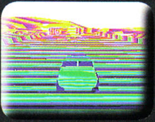
Change Paint Job

On the Decal screen, hold L, R and left C, right C or top C. As you hold, press Up and Down to lighten and darken the paint on your car. The color may differ, depending on which C Button you're pressing.



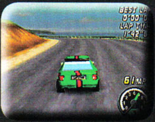
Rainbow Road

During a race, press bottom C, Z, B, Up, Up and Right to give the track rainbow colors. Repeat the code to return things to normal.



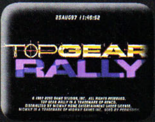
Change Texture

This turns off some of the filtering on the graphics, making them appear coarse or rough. During a race, press B, Left, Right, Up, Left, Z and Right. Repeat to cancel the effect.



Game Date

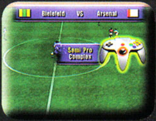
On the title screen, press and hold all four C Buttons to see the date Top Gear Rally was officially completed.



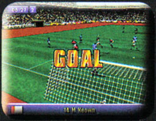
FIFA SOCCER 64

Easy (Cheesy?) Victories

Okay, we admit this is a cheesy way to win, but it works! Pause a match and access the Controller Select option. Move your Controller icon under the other team's flag. When you return to the game, dribble a few balls into your new team's goal to build up a big lead for your original squad. Switch back to your first team before the final whistle blows to claim the victory!



Move your Controller icon under the opposing team's flag.

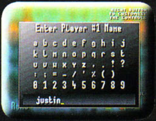


You can take control of the opposing players and kick a few into their goal!

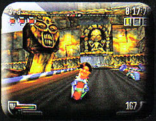
Extreme-G

Racing Programmers

To put the face of an Extreme-G programmer on your bike, first enter the name "xgteam" and then enter one of the following names: "ash," "greg," "john," "shawn" or "justin." These are the last Extreme-G codes we have, but we would not be surprised if there are more out there somewhere. If you find anything, let us know!



First enter the name "xgteam" and then one of the programmer names.



Take a look at your ride now. It ain't the Mona Lisa, but it'll do!

CLASSIFIED INFORMATION

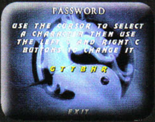
MORTAL KOMBAT MYTHOLOGIES
SUB-ZERO

Mortal Kodes

If you've had a chance to sample Mortal Kombat Mythologies, then you know darn well how difficult the game can be. These codes (they're special passwords, actually) should give you a fighting chance, at least, to finish the game. Once you enter a special password, you can then reenter the password screen and type in any level password you wish.

1,000 Lives

To start the game with 1,000 lives, enter GTTBHR as your password. If you can't finish the game with even this many lives, well...



PASSWORD

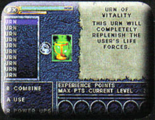
USE THE CURSOR TO SELECT A CHARACTER THEN USE THE LEFT C AND RIGHT C BUTTONS TO CHANGE IT

G T T B H R

EXIT

10 Vitality Urns

To start the game with 10 Vitality Urns, enter NXCVSZ as your password. The 1,000 Lives and Vitality passwords can be used together.



URN OF VITALITY

THIS URN WILL COMPLETELY REPLENISH THE USER'S LIFE FORCES.

9X
URN
URN
URN
URN
URN
URN
URN
URN
URN
URN
B COMBINE
A USE
R POWER UPS
EXPERIENCE POINTS
MAX PTS CURRENT LEVEL

Credits

If you'd like to view the end credits without wading through all the grueling combat, enter CRVDTS as your password.

MORTAL KOMBAT
CREATED BY
ED BOON & JOHN TOBIAS

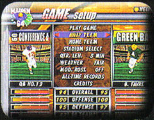
Madden Football 64

More Madden Madness

It's too bad that we didn't uncover these codes before football season was over, but for true fans, anytime is a good time for Madden 64! Only one Classic Team code can be used at a time, but the teams are available in all modes except Season play. As for the EA Stadium, it will be available in Exhibition mode only and cannot be saved to a Controller Pak.

Classic Teams

Select the Create Player option and name your player "SIXTIES," "SEVENTIES" or "EIGHTIES." Save your player and exit. A classic team from the '60s, '70s or '80s will now be on the Team Select screen.



GAME setup
MADDEN 64
HELP
60 CONFERENCE A
GREEN BA
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
QTR. LEN. 5 MIN
WEATHER FAIR
MOD. ROST. OFF
ALL-TIME RECORDS
CREDITS
QB NO.12
B. FAVRE
94 OVERALL 95
100 OFFENSE 100
95 DEFENSE 97

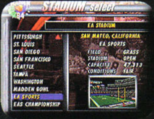
Credits

Turn on or reset your Control Deck. As the "Electronic Arts" screen appears, press and hold L, R and Z simultaneously to start the game's end credits rolling.

CHAMPIONSHIP
EA SPORTS
CHAMPIONS

EA Stadium

This code will enable the EA Stadium in San Mateo, California. In Season mode, select the Front office option and then the Create Player option. Enter "SAN MATEO" as the player name. Save and exit.

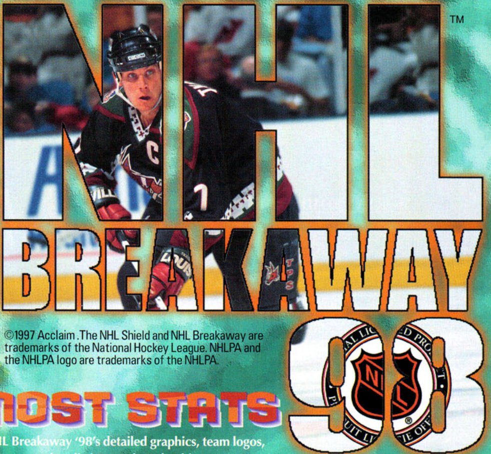


STADIUM select
64
EA STADIUM
PITTSBURGH
ST. LOUIS
SAN DIEGO
SAN FRANCISCO
SEATTLE
TAMPA
WASHINGTON
MADDEN BOWL
EA SPORTS
EAS CHAMPIONSHIP
SAN MATEO, CALIFORNIA
EA SPORTS
FIELD GRASS
STADIUM OPEN
CAPACITY 47,313
CONDITIONS FAIR

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

Acclaim has a hot hockey sim that will light the lamps of hardcore hockey fans everywhere. Skate to center ice and take a firsthand look at NHL Breakaway '98, a stat-packed game that's ready to rumble!



NHL BREAKAWAY 98™

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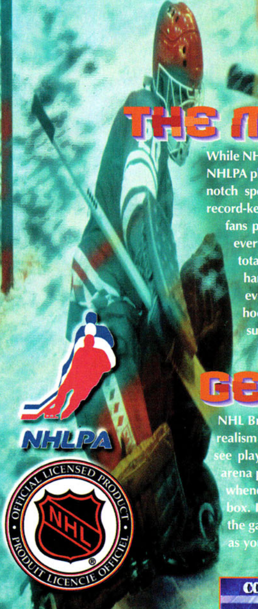
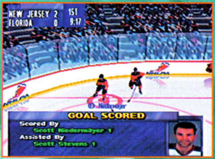


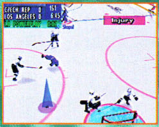
THE MOST STATS

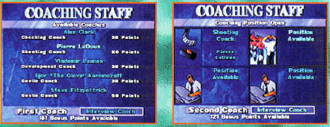
While NHL Breakaway '98's detailed graphics, team logos, NHLPA players and realistic sounds make this game a top-notch sports simulation, it's the detailed statistics and record-keeping features that will keep hardcore hockey fans planted in front of their N64s. This game tracks everything you could imagine, even game or season totals for categories like penalty minutes to short handed assists to game-tying goals. Season mode even lists the top 100 leaders for twenty different hockey categories, so you can see how you measure up against the best players in the NHL.



GET REAL

NHL Breakaway '98 has tons of features that add up to a level of realism that can't be found on other hockey video games. You'll see players take hits and lose their equipment. You'll hear the arena public address system announce player names or numbers whenever a goal is scored or someone heads for the penalty box. If you want a piece of the action, you can put yourself in the game—and you'll see your name on the back of your jersey as you skate down the ice.

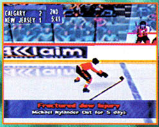




COACHING STAFF
Available Coaches
Alex Clark
Checking Coach 20 Points
Pierre LeDoux
Shooting Coach 60 Points
Vladimir Lennon
Development Coach 30 Points
Igor "The Glove" Karomozoff
Goalie Coach 30 Points
Steve Fitzpettrick
Goalie Coach 50 Points
First Coach Interview Coach
181 Bonus Points Available

COACHING STAFF
Coaching Position Open
Shooting Coach
Pierre LeDoux
Position Available
Position Available
Position Available
Second Coach Interview Coach
121 Bonus Points Available

If you win games in Season mode, you'll earn Bonus Points that you can spend on hiring a new coach or a hot prospect.



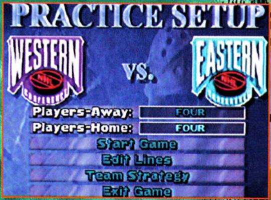
If you lose your stick, you'll have to stop and pick it up.

COOL MODES

If the name of the game is variety, NHL Breakaway '98 has plenty of it. Depending on how long you want to play, you can practice your passing and shooting or coach a team of 27 NHLPA players in an exact simulation of the NHL's 82-game, 1997-98 season.

PRACTICE

If you dream of becoming a scoring leader, you'd better get in the practice time. Breakaway's Practice mode is a great way to dissect the opposition and find their weak spots without jeopardizing your winning record. Use this mode to determine how your team holds up when they're playing shorthanded in a penalty-killing session or to see how they measure up when you pull your goalie.



PRACTICE SETUP

WESTERN VS. EASTERN

Players-Away: FOUR

Players-Home: FOUR

Start Game

Edit Lines

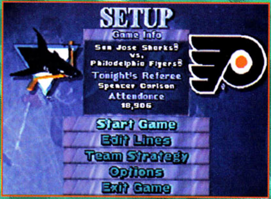
Team Strategy

Exit Game

Plan ahead in Practice mode by testing different hockey scenarios, including limiting your team to playing with three or four players on the ice.

EXHIBITION

The Tampa Bay Lightning might be struggling, but can they hold their own against Germany's hockey team? Can Team USA defeat the NHL Western All-Stars? Exhibition mode lets you mix and match the most outrageous and far-fetched pairings you can imagine.



SETUP

Game Info

San Jose Sharks®
vs.
Philadelphia Flyers®

Tonight's Referee
Spencer Carlson

Attendance
18,906

Start Game

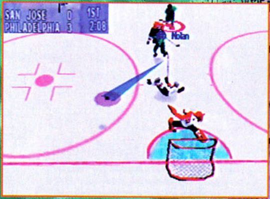
Edit Lines

Team Strategy

Options

Exit Game

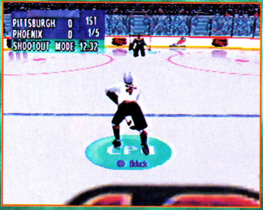
Whether you're creating an outlandish hockey bout or recreating a match between traditional rivals, Exhibition mode lets you pick and play any NHL, international or All-Star team in a one-game duel.



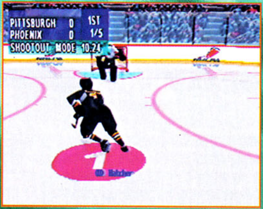
Use Exhibition mode to second-guess the outcome of real life NHL hockey games. You can even plug in a Controller Pak and customize each team's roster to reflect the trades made during the 1997-98 season.

SHOOT-OUT

Shoot-out is the quickest, if not the most exciting, game mode in NHL Breakaway '98. In a shoot-out, the top five shooters from each team go one-on-one against the opposing team's goalie. The winner is determined after ten shots. If you're playing in Exhibition or Season modes and you have Shoot-out selected as your overtime option, you'll want to spend some time sharpening your aim. Shoot-out mode is excellent practice for those gut-wrenching, sudden death situations.



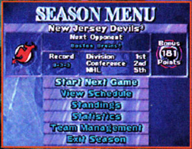
The top five shooters from each team go one-on-one with the goalie in Shoot-out mode. If the score is still tied after five shots, the players keep shooting until someone blasts the puck into the net.



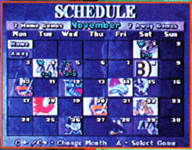
Luck plays a big role getting the puck around the goalie in a shoot-out, but sometimes you can fake out the goaltender by skating in one direction while aiming for the opposite corner of the net.

SEASON

NHL Breakaway '98's Season mode is one of the best ever made for a hockey title. In addition to playing the entire 82-game 1997-98 NHL season, your team will earn bonus points that you can spend on hiring coaches and players or trying to rehabilitate your injured players.


SEASON MENU
New Jersey Devils
Next Opponent
Boston Bruins
Bonus 181 Points
Record
Division 1st
Conference 2nd
NHL 5th
Start Next Game
View Schedule
Standings
Statistics
Team Management
Exit Season

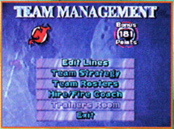
Season mode tracks the stats for every player and team in the NHL.

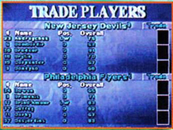

SCHEDULE
7 Home Games
November
7 Away Games
Mon
Tue
Wed
Thu
Fri
Sat
Sun
Home
Away
C◄ / C► - Change Month
A - Select Game

Check the calendar to see who you're up against on the next road trip.

TEAM MANAGEMENT

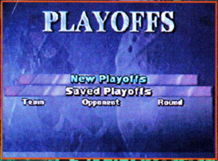
Good team management is the key to a winning season, and the more games you win, the more bonus points you'll earn. Bonus points are just like money—you spend them to improve your team. The first thing you should do is spend points hiring four coaches to manage your team. The best coaches have special skills that enhance your team's overall performance. You can also spend points on an injured player in the Training Room. Depending on how many Bonus Points you're willing to gamble, you could have him on the road to a speedy, even miraculous recovery.


TEAM MANAGEMENT
Bonus 181 Points
Edit Lines
Team Strategy
Team Rosters
Hire/Fire Coach
Trainers Room
Exit

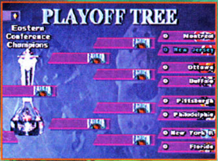

TRADE PLAYERS
New Jersey Devils
Trade
Name
Pos.
Overall
Philadelphia Flyers
Trade
Name
Pos.
Overall

PLAY-OFFS

Play-off mode is a sixteen-team contest involving eight Eastern and eight Western Conference Teams. You can limit each match to a best of three, five or seven game matchups. Gamers can customize the finalist teams or replicate 1996-97 NHL play-offs.


PLAYOFFS
New Playoffs
Saved Playoffs
Team
Opponent
Round

Since it's unlikely that you'll finish an entire NHL Play-off series in one night, NHL Breakaway allows gamers to save their progress on separate Controller Paks.

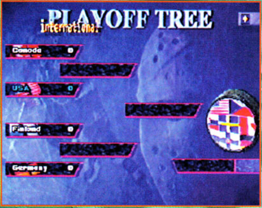

PLAYOFF TREE
Eastern Conference Champions
0 Montreal
0 New Jersey
0 Ottawa
0 Buffalo
0 Pittsburgh
0 Philadelphia
0 New York R
0 Florida

The default NHL teams used in Play-off mode are the same powerhouses that battled for the Stanley Cup in 1997. You can rewrite history by customizing the play-off tree.

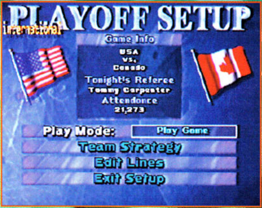
If you're looking for real play-off tension, make sure you change the Game Difficulty and Goalie Difficulty levels to hard on the special Play-off Options menu.

INTERNATIONAL PLAY-OFFS

While International Play-offs mode isn't designed to simulate the 1998 Nagano Winter Olympic Games, it's ideal for replicating Hockey World Cup action. This game mode is nearly identical to Play-off mode, except that there are eight teams. As in real life, Team USA and Team Canada are the powerhouses in this fairly unbalanced competition, and if you choose either team, you'll easily slide into the final rounds. Hot-shot gamers can test their skills by trying to take Team Germany all the way.


PLAYOFF TREE
International
Canada 0
USA 0
Finland 0
Germany 0

International Play-offs mode is designed exactly like Breakaway '98's Play-offs mode, except that you start with eight teams instead of sixteen. This mode is designed to simulate Hockey World Cup action.


PLAYOFF SETUP
International
Game Info
USA
vs.
Canada
Tonight's Referee
Tommy Carpenter
Attendance
21,273
Play Mode:
Play Game
Team Strategy
Edit Lines
Exit Setup

Team USA and Team Canada are the most powerful teams in International Play-offs mode, if not the entire game. One of these monster teams almost always ends up in the final round of competition.

THE TEAMS

NHL Breakaway '98 features 36 NHL, All-Star and International teams. Besides playing standard NHL and International matches, gamers can experiment with hypothetical matchups in Exhibition mode, like pairing powerful Team Canada against the 1997 Stanley Cup Champion Detroit Red Wings.

USA 0 1ST
CANADA 0 10:00

EASTERN CONFERENCE

Pittsburgh Penguins
Buffalo Sabres
Philadelphia Flyers
Washington Capitals
New Jersey Devils
New York Islanders
Carolina Hurricanes
Montreal Canadiens
Boston Bruins
Tampa Bay Lightning
Ottawa Senators
Florida Panthers
New York Rangers

Eastern All-Stars

COLORADO 0 1ST
MONTREAL 0 10:00

WESTERN CONFERENCE

Detroit Red Wings
Vancouver Canucks
Anaheim Mighty Ducks
St. Louis Blues
Dallas Stars
Edmonton Oilers
Colorado Avalanche
Toronto Maple Leafs
Phoenix Coyotes
San Jose Sharks
Los Angeles Kings
Chicago Blackhawks
Calgary Flames

Western All-Stars

COLORADO 0 1ST
MONTREAL 0 10:00

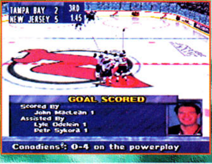
INTERNATIONAL

Canada
Czech Republic
Finland
Germany
Russia
Slovakia
Sweden
USA

DETROIT 0 1ST
TORONTO 0 10:00

WINNING PLAYS

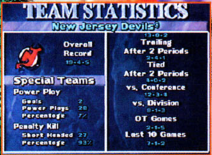
Wraparound goals—the NHL equivalent to the NBA's slam dunk—are difficult to pull off in Breakaway '98. Slap shots and one-timers offer the best scoring opportunities, especially if you set up a slap shot from the blue line. Hold the shoot button to get extra power behind your shot.



GOAL SCORED
Scored By
John MacLean 1
Assisted By
Lyle Odelein 1
Petr Sykora 1
Canadiens: 0-4 on the powerplay

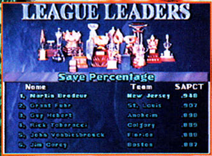
IT'S YOUR CALL

If you're looking to buy your first N64 Hockey game, you're probably wondering if NHL Breakaway '98 gives you more than Wayne Gretzky's 3-D Hockey or Olympic Hockey Nagano '98. The answer depends on what you want in a hockey title. Breakaway's comprehensive stats and Season mode options are great for fans with a appetite for number crunching, but Gretzky and Olympic have bigger graphics and a huge reputation with arcade fans. The issue really melts down to a matter of personal preference—ask yourself if want a great arcade-style game or a hardcore hockey simulation. If you're not absolutely sure, your safest bet is to try all three before you shell out the cash.



TEAM STATISTICS
New Jersey Devils
Overall Record
19-4-5
Special Teams
Power Play
Goals 2
Power Plays 28
Percentage 7%
Penalty Kill
Short Handed 27
Percentage 93%

13-0-2
Trailing After 2 Periods
2-4-1
Tied After 2 Periods
4-0-2
vs. Conference
12-3-4
vs. Division
8-1-3
OT Games
2-1-5
Last 10 Games
7-1-2



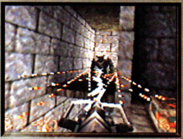
LEAGUE LEADERS
Save Percentage

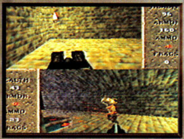
Name	Team	SAPCT
1. Martin Brodeur	New Jersey	.948
2. Grant Fuhr	St. Louis	.907
3. Guy Hebert	Anaheim	.898
4. Rick Tabaracci	Calgary	.889
5. John Vanbiesbrouck	Florida	.888
6. Jim Carey	Boston	.887

QUAKE™

A top-secret military project to develop a series of "Slipgates" is already well underway. These devices, once they're perfected, will have the ability to instantly transport troops across vast distances. However, an enemy, code-named "Quake," has his own plans for these mysterious portals. Quake's demonic army has already begun invading a U.S. military base, using Slipgates to bridge our world with their own hellish dimension. Time to suit up, soldier: It's your duty to lead Operation Counterstrike, a one-man crusade to bring Quake down.

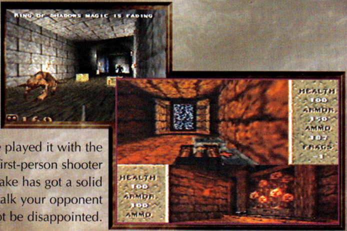
© 1997 id Software, Inc.





FEAR AND TREMBLING

Prepare yourselves! The horrors that await you in Midway's Quake are definitely more nightmarish than anything you encountered in Doom! But while the going may be brutal as you struggle to survive the game's 20+ stages, the darkly moody graphics are a step up from Doom 64, and the vivid sound effects definitely set the right tone. Sprite-based enemies have been banished in favor of polygon-based beasts, and you just haven't experienced Quake until you've played it with the Nintendo 64 Control Stick and Rumble Pak! Of course, no first-person shooter would be complete without a multiplayer mode, and Quake has got a solid one. While it's limited to only two players, you do get to stalk your opponent in seven different arenas. N64 Doom fans will not be disappointed.


KING OF SHADOWS MAGIC IS FADING

Quake Equipment

While you'll begin the game with a shotgun and a battle-axe, not even the most savage of soldiers will last long with just these meager weapons. Luckily, there are plenty of rewards in the form of bonuses and firepower for those who are willing to search them out in every level.

ITEMS

Armor

Armor comes in three colors: Green armor offers the least protection, 100 points, yellow is better, providing 150 points, and red is rare (and by far the best), offering 200 points of protection. Remember that armor absorbs only a third of the damage you receive.

Assorted Spoils

A Megahealth box will give you an additional 100 hit points, but for only a limited time. Biosuits also work for only a short while, but they'll allow you to breathe underwater and wade through slime without taking any damage. (They offer no protection in lava pools, though.) Backpacks, which you'll find next to certain fallen foes, contain either a couple of grenades or a few shotgun shells.

Special Powers

These three powers are very rare and, unfortunately, their effects don't last very long. The Quad Damage gives your attacks four times their usual power, the Ring of Shadows renders you almost completely invisible, and the Pentagram of Protection rewards you with invincibility.

Shotguns

You'll begin Quake with the Single-Barreled Shotgun, which barely has enough firepower to dispatch most of your foes. The Double-Barreled Shotgun is a definite improvement, but on the downside, it runs through the shells twice as fast. (The small boxes hold 20 shells; the larger ones hold 40.)

WEAPONS

Thunderbolt

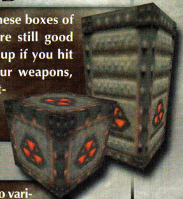
The most powerful weapon in Quake, the Thunderbolt allows you to fry your foes with a stream of energy. Use it sparingly because the cells it uses are hard to come by. The small cells hold six charges, which last just over a second, while the large cells hold twice that number.

Launchers

The Grenade and Rocket Launchers share the same ammunition, and they're both excellent choices for taking out a bunch of baddies with a single shot. On the minus side, you can easily blow yourself up if you use these weapons improperly. A small crate holds five grenades, and a large crate contains 10.

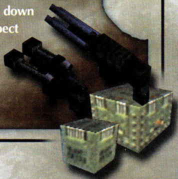
Containers

While you can't budge these boxes of radioactive waste, they're still good for a blast. They'll blow up if you hit 'em with any one of your weapons, taking out any unsuspecting baddie who might be standing nearby.



Nailguns

These bad boys come in two varieties, one with a double-barrel, and an even bigger model with four cyclic barrels. Both are excellent for quickly mowing down foes—just don't expect your ammo to last for long. Crates come in 25- or 50-nail quantities.

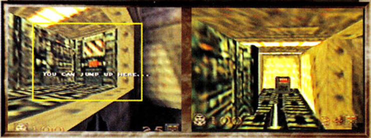


SLIPGATE COMPLEX

It's time to beat back the small army that's overrun your military base and gain access to the Slipgate that's somewhere within its walls.

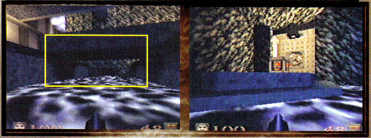
1 Cues to the Crate

If you can't find the first secret area in the game, you might want to reconsider whether you're ready for this monumental mission! It's really not very "secret." Just follow the cues that flash along the bottom of the screen to find the crate of shells hiding in a cubbyhole.



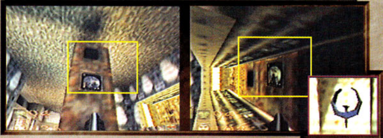
2 A Quick Dip

Once you reach the outside area, hop into the water and look for an opening to the right. Follow the waterway through the wall to locate a Megahealth resting above some stairs. Don't worry about the locked door—you can open it only at the end of the level. If you keep following the waterway as it goes around a corner, you'll find an elevator that will lift you back to the level's beginning.



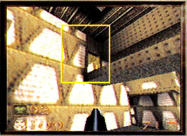
3 Screen Shots

After you've returned to the outside area, enter the large doorway and take out any foot soldiers who confront you. Next, head to the right and blast the television monitor that's positioned in the pillar. It will activate an elevator that will take you up to the small ledge, where there's yet another television to target. Blasting the TV will reveal a corridor where a Quad Damage awaits.



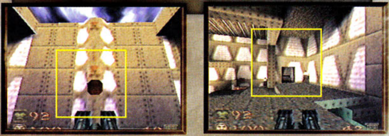
4 Bridge Above

You may not see it at first, but there's a bridge above the area to left of the large entryway. To get to this higher ground (and beyond it, a Nailgun) look for a little elevator that's in plain sight.



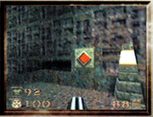
5 Target Practice

When you get halfway across the path that's over the toxic pool, turn to your left and fire your weapon at the glowing switch that's imbedded in the wall. Now turn left again to see a secret room with a Double-Barreled Shotgun revealed.



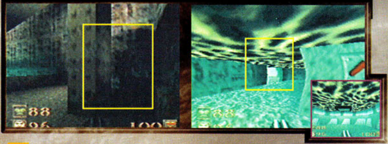
6 Bump Buttons

When you reach the descending stone ramps, you'll notice a red button located on every landing. To gain access to the Slipgate, you must bump into each one of the three buttons, making them turn green.



7 Toxic Tunnel

At the bottom of the ramps, you'll see a big pillar on the right. Search behind it to find the Biosuit, then quickly jump into the pool. Enter the passage just beneath where the big doorway sits on the surface and follow it to find a room full of bonuses. The Biosuit will last if you swim fast.



8 Slipgate

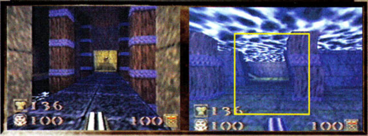
When you reach the very end of the level, the screen will prompt you to enter the Slipgate. Don't go in until you've collected all the items you can carry.

CASTLE OF THE DAMNED

You'll face only the front line of Quake's forces in this level, but that doesn't mean that their onslaught won't be fast and ferocious.

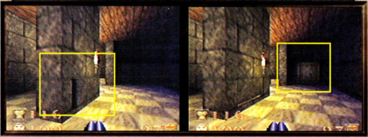
1 Soggy Secrets

A good deal of this level is devoted to pathways that snake around pools of water, but the best soldiers won't be content to stay high and dry. If you're looking for secrets, dive into these shallows to find ammo, shortcuts, and hidden doors. Start off your search by hopping off the bridge and swimming to the right.



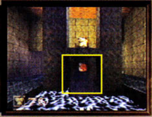
2 A Rock Slide

In an area up the stairs from the door that needs the Silver Key, you'll see a column containing a brick that's slightly askew. If you slide the stone back into place, it will open a door that leads to a Quad Damage. It's best to wait until you have the key to take advantage of this bonus.



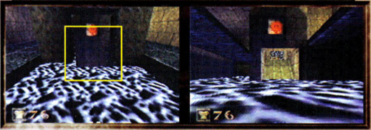
3 Access Armor

At first glance this armor seems out of reach, but if you blast the glowing red switch on the far wall with a shotgun shell, stairways to the armor will appear.



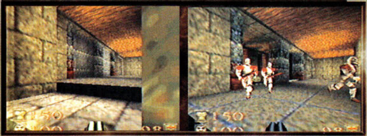
4 Water Way

There's a hidden door just below the switch we mentioned above, but it won't open unless you approach it in the water. The Slipgate inside will lead you back to dry land.



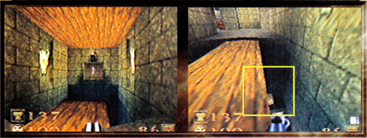
5 Walls Fall

This seemingly empty hall actually has two false walls, behind which Knights lie in wait. Carefully approach the first wall and then quickly back up when it begins to fall. Now you can deal with the Knights from a safe distance.



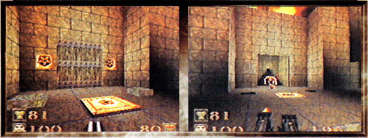
6 Key Clues

You won't be able to nab the Silver Key until you've hit the switch in the hall with the Knights. Once you've crossed the bridge to the key, look back. Below the bridge you'll see a box of nails. Don't bother jumping down for this crate unless you have a real need for ammunition.



7 Under Pressure

Once you've opened the door with the Silver Key, you'll enter a room with a pressure plate on the floor. Step on the plate and run a few feet to the right or left of the now sunken switch. Run into the Slipgate once it appears to be teleported to a ledge with an angry Fiend below. Use the ledge as a sniper's nest to defeat the Fiend.



8 Explore More

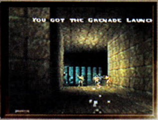
Once you've defeated the Fiend, you'll encounter a few more enemies, but basically, this level will be completed. You can leave through the large doorway that leads into darkness, but don't exit the level until you've collected all the ammo, weapons, and bonuses.

THE NECROPOLIS

The Necropolis isn't only one of the creepier levels you'll encounter in Quake, it's also the first real test of your stamina and fortitude.

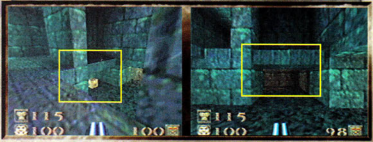
1 Grab Grenades

You'll see a Grenade Launcher spinning in the air at the start of this stage. Grab it—it will become your best friend. (It is the only weapon you'll get that destroys Zombies.)



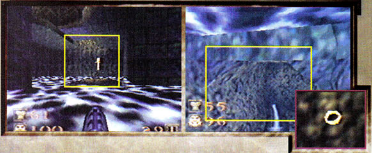
2 Bonuses Below

After you contend with the Ogre in the cage, head right until you're standing on a bridge. Look down and behind you until you spot an ammo box. Hop down, deal with the Zombies, and grab the box. (Shoot the wall behind it to get even more ammo.) Now scour the rest of this lower area until you locate the lift that helps get you back on track.



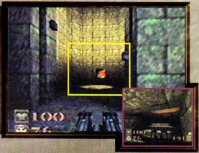
3 In the Ring

Head back to the bridge area but continue going forward until you find the lift that takes you down a floor. There are loads of Zombies down there, so get ready with those grenades. When you see the key, grab it and go forward to the far wall. Once you're underwater, you'll find a hole in the wall where the Ring of Shadows is hidden.



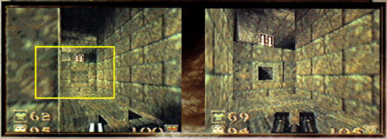
4 Rush or Crush

There's a large door with a trap behind it back at the level's beginning. If you don't want to be crushed like bug, quickly shoot the switch and hurry into the newly opened hallway.



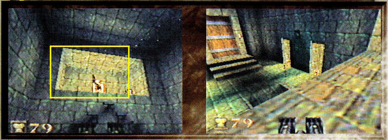
5 Stand Aside

Just beyond the Gold Key door lies a walkway that doesn't seem to lead anywhere. Walk down this cramped path staying as close as you can to the left wall. As you move forward, the front wall will open and a torpedo will fly by. Now hop in the hole that's opened in the floor.



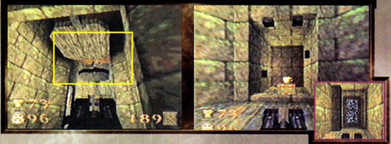
6 Lofty Position

After wading through some Zombie-infested waters, you'll enter a large room where an Ogre will try to bomb you from above. Take him out with your Nailgun and then jump up the little steps to the ledge. Now press the switch and use your grenades to blast the Zombies down below.



7 Slip Up

Before leaving the room above, switch to a weapon besides your Grenade Launcher. Now open the door and defeat the Ogres on the overhead platforms. Grab the ammo and armor that were previously behind bars, and shoot the wall behind those bonuses. Employ the secret Slipgate to get up to the platforms.



8 Dead End?

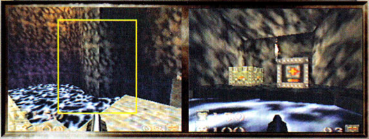
The last room you'll enter doesn't seem to have an exit door. But look—there is a red switch on the wall. What's this?!? You press it and it appears that the roof is falling?!? Could all be lost? Of course not. This level has a much more fiendish finale.

Gloom Keep

While the castle-like level is rather short and straightforward, you shouldn't try to rush through it or you'll likely be finished off by its traps.

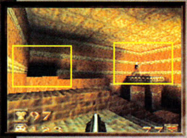
1 Cliff Note

It's key to begin your attack by firing at any Fiend that may be running around on the Keep's upper terrace. (You'll see why later.) Now go swimming in the right side of the moat and search the cliff to find a secret space.



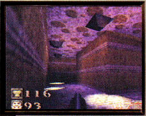
2 Wall to Wall

Enter the door on the Keep's right side and take out the Ogre standing on the mini-tower. Now jump from the nearest small wall to the one farther away, then make a leap from that wall to the tower.



3 Spotlights

After circling back to the Keep's main entrance, you'll find a short hallway with lights shining down on the floor. Avoid walking into these beams of light or nails will rain down from above.

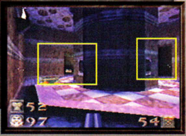


4 Left is Right

When you come to the Y-shaped, elevated walkway, go down the left fork first. Ultimately, which way you decide to go doesn't matter very much, but if you pick the right path first, you'll end up doing a little more legwork.

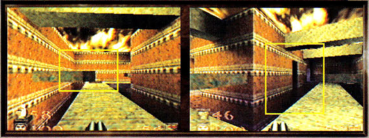
5 Dodge Darts

This room holds a pillar that shoots darts in four directions. That alone wouldn't be so bad, but Knights will also attack you from all sides. To avoid taking too much punishment, run from the doorway to the far left corner and take up a defensive position.



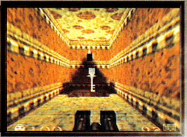
6 Backtrack

When you get to this elevated walkway, go past the first moving post and step on the switch. Now turn around and head back to a newly-formed fissure. Jump down into this crevice and use the lift to bypass most of the posts.



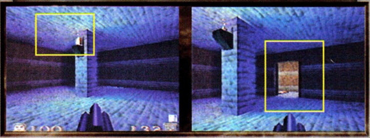
7 Key Decision

Once you find the Silver Key, you must make a big decision: You can go open one door now or wait until you have both the Gold and Silver Keys and open two. It's best to wait.



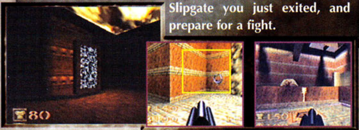
8 Heads Up

When you're back at the Y-shaped walkway, proceed down the right path until you get to a dark room containing a small load of foes and a single column. After beating the baddies, walk over to the column and stand underneath its lamp. Now just hit the lamp with your head by jumping up. You'll uncover a small secret area.



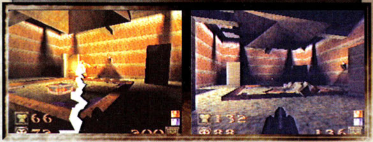
9 Secret Side

Enter this Slipgate from the back to be teleported onto an outside terrace. (Now you know why you destroyed that first Fiend!) Find the Quad Damage, run back to the same Slipgate you just exited, and prepare for a fight.



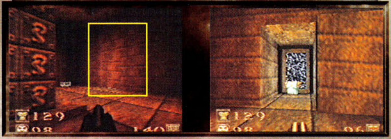
10 Quad-Wrangle

After entering the Slipgate, you'll reappear on a rising platform with the Golden Key within reach. Suddenly, you'll be face-to-face with a Shambler, a huge creature with sharp claws and the ability to fire electrical beams. Use the Quad Damage and Super Nailgun to finish him off.



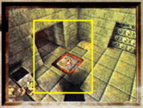
11 Downer!

With both keys in hand, unlock the Silver Key door and hit the switch behind it. Do an about-face and use the new lift to get to the Gold Key door. Enter the door and drop down the hole. Now turn around and shoot the wall. Well, well, armor! Too bad you couldn't reach it before!



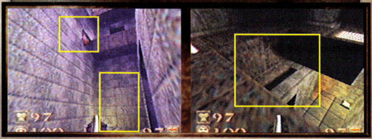
THE DOOR TO CHTHON

Prepare to be both pummeled and very puzzled! Even the first area in this stage is bit confusing, so we'll give you a hand by suggesting that you step on the switch in front of the starting point.



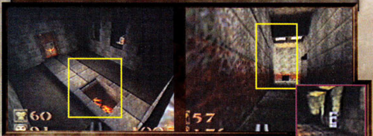
1 Deduction

This room has a secret door hidden on the far wall, but you won't find the switch that unlocks it unless you look up. Shoot the switch, then take the secret lift up to a pathway of ducts. Step out onto the ducts, then look left and down. If you hop to this ledge, you'll nab a Quad Damage.



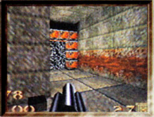
2 Silver Ado

So you want the Silver Key? From the room mentioned above, hit the lower switch and turn to the right. Run forward until you hit another switch. Don't turn around—just back up into a hole that will drop you down a floor. Now back into another switch and run forward down the stairs. Next, run down the hall and turn right. An Ogre will appear—it's crucial that you finish him fast. When he's fallen, a door will open in the right wall. Dive into the doorway. You'll be practically grasping the key!



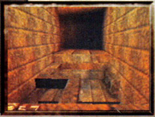
3 Go Down Again

After you collect the key, pass up the Slipgate that's off to the side. Instead, leap over the lava and scurry down the stairs. In the hall with the spiked wall, you'll gain access to a secret Slipgate!



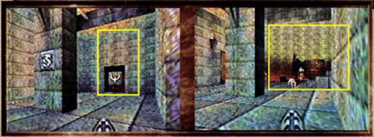
4 Creep or Leap

Back at the stage's start, you'll have to get past a very dangerous pit to get closer to the Silver Key door. To get across, either tiptoe along or take a running leap off the beam before it turns left.



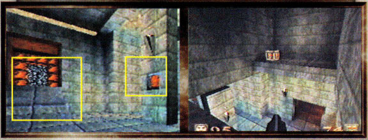
5 Rain of Pain

Now you'll enter a hall with a button on one of its walls. Bump into the button and turn around to see Zombies rain down on the other side of the room. Since you forgot your umbrella, just hit 'em with grenades. Once they're dust, cross the new bridge and enter the door. Hit the switch inside and take note of the results.



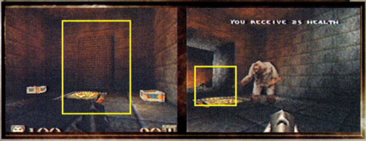
6 Step to It

After coming back across the bridge, you should see a Slipgate where a door once was. Shoot the symbol that's glowing on a post and then turn toward the Slipgate. Go down the secret stairway and spin around. Before you will be another Slipgate that leads to more bonuses.



7 Psst!

When you step on the switch shown below, you'll see a Shambler standing in a doorway with his back turned. Grab the armor behind the him (this will make him mad), and back up fast while firing a weapon.

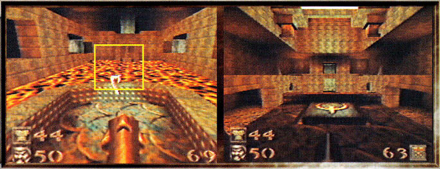


THE HOUSE OF CHTHON

Now for some bad news and some good news... First we'll give you the good news: There's only one enemy to defeat in this level. Now the bad news: Your weapons are totally useless.

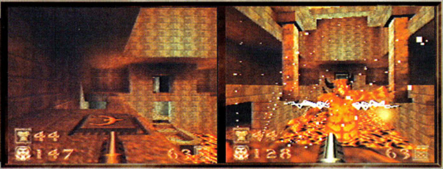
1 Road to Rune

Warning: Read this and the following section only if you don't like surprises! You'll start with a strange object directly in front of you. (This is a Rune that you need to collect to complete Quake.) When you grab it, Chthon will rise out of the lava pool to defend his prize. Run as fast as you can to the far side of the pool and take the lift up. Now read the next section for a winning strategy.



2 Watts Up?

There are three pressure plates on the elevated path that runs around the pool's perimeter. The ones on the sides lower posts down to Chthon's level, and the other one sends an electrical charge between them. Run clockwise around the path (make sure you run over the plates!) pressing the middle plate last to zap Chthon with some major wattage. You'll have to run the circuit up to three times.



AFTER SHOCKS

You may have just given Chthon the last shock of his life, but believe us, you have barely begun to scratch Quake's surface. There are still load of levels to come, including a few hard-to-find secret stages. We'll be bringing you more info on how to find those hidden levels in the future, but let's just say for now that you might want to scour every inch of the Necropolis. And hey, before we forget, try to see if you can get your foes to fight each other!

More Maps, Meanies and Mayhem in This Month's Pages!

YOSHI'S STORY™

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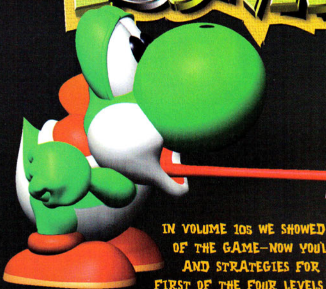
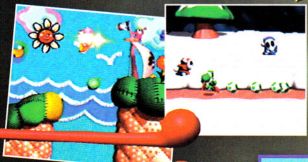
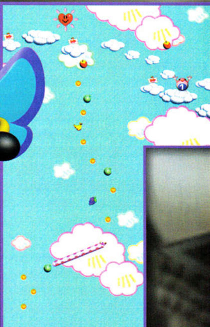




IN VOLUME 105 WE SHOWED YOU THE OPENING PAGES OF THE GAME—NOW YOU'LL LEARN THE SECRETS AND STRATEGIES FOR GETTING THROUGH THE FIRST OF THE FOUR LEVELS IN STORYBOOK PAGES 3 THROUGH 6. IF YOU'RE LOOKING FOR A HIGH SCORE IN STORYBOOK OR TRIAL MODES, SHOOT FOR COLLECTING ALL 30 MELONS HIDDEN THROUGHOUT EACH STAGE. READ UP AND GET THE FULL STORY ON HOW TO FIND THESE PRIZED FRUITS.

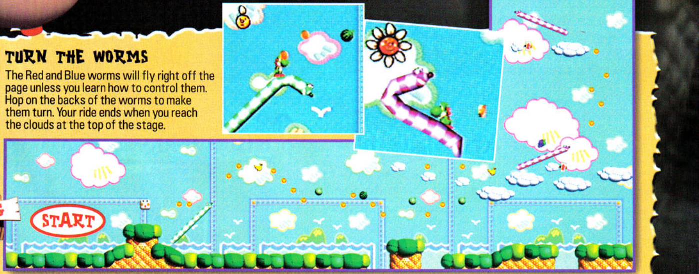


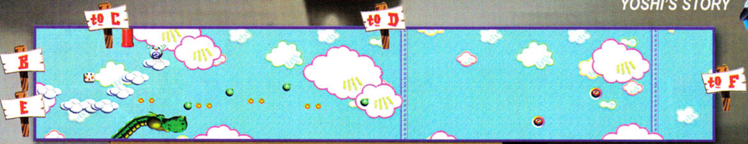
PAGE 3

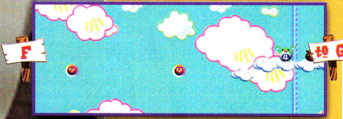
Compared to Pages 1 and 2, the first level on Page 3 gets tough in a hurry. The biggest danger here isn't the bees or Shy Guys—it's the risk of falling below the clouds. You'll survive if you plan your climbing routes and look before you leap.

TURN THE WORMS

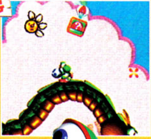
The Red and Blue worms will fly right off the page unless you learn how to control them. Hop on the backs of the worms to make them turn. Your ride ends when you reach the clouds at the top of the stage.



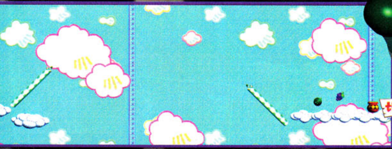


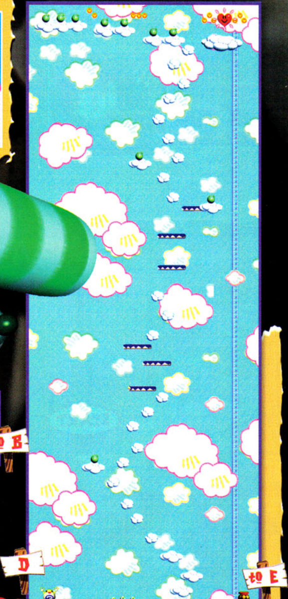


THE GREEN DRAGON



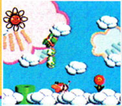
The Green Dragon will give you a ride past six melons, but aim your tongue carefully or you'll end up swallowing the other fruits carried by the flying Shy Guys instead.

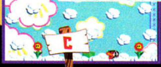




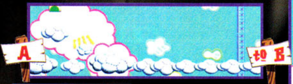
CLOUD POUNDING

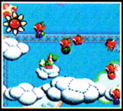
You'll earn up to twenty coins and a Special Heart if you pound all the clouds here. The tough part is dodging the buzzing bees. If you get stung, drop down and eat the Power Flowers growing next to Poochy.





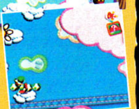
MINIGAME





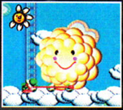
You'll earn five melons if you down the Shy Guys flying above these clouds. Use your eggs to hit the high fliers, then finish off the rest with your tongue.

A RACE TO THE TOP



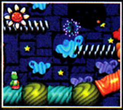
Hit the Delay Switch, then hop along the clouds to collect the melons. To save time, don't grab the Special Heart until you've eaten all the melons.

CLOUD N. CANDY



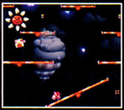
Use your tongue to quickly eat up Cloud N. Candy before she has a chance to pound you on your head.

INVISO



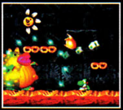
Watch closely and you'll spot Inviso's hiding place. Use your eggs to knock out this cloaking creep.

CLOUDJIN



Avoid the spiked balls rolling across the teetering platforms and throw your eggs at Cloudjin's ugly mug.

DON BONGO

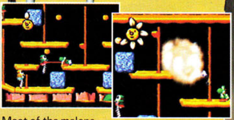


Take aim at Don Bongo's lips and hit him three times. Use your tongue to grab the falling pots and pans.

PAGE 4

Believe it or not, Page 4's Jungle Hut is one of the easiest stages to collect all thirty melons. There are six huts you'll need to explore to find the melons, but the biggest trick is knowing exactly what to do to uncover all of them.

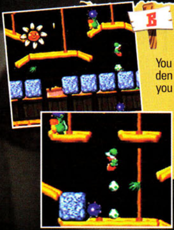
A BLAST THE BLOCKS



Most of the melons in this hut are inside stone blocks. Eat the Shy Guys and throw the eggs to break the blocks. You'll find another melon when you collect the coins.

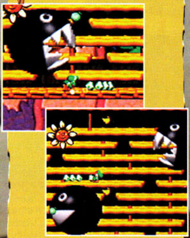
to F

B START A COIN COLLECTION

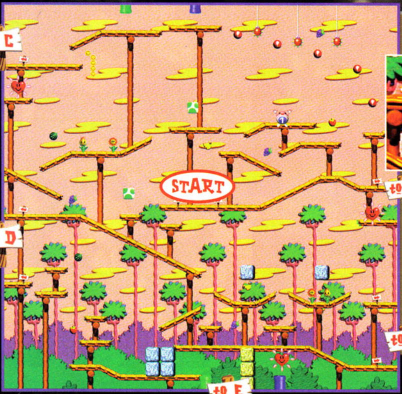


You won't find all of the hidden melons in this hut until you find and collect the gold coins. To save yourself time, frustration and flower petals, eliminate the pesky Gabons before you hop around and gather up the goods.

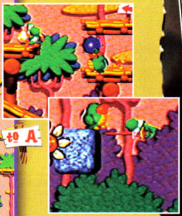
C WALK THE PLANKS



You can't hurt the Chomps pacing the planks. The best way to get past them is to avoid the beasts or grab a Heart Fruit.



KA-BONG GABON

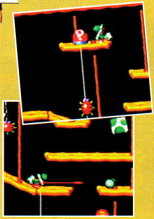


Eliminate the hazardous purple balls in this stage by eating, squashing or throwing an egg at the Gabons throughout this page.

NO MINIGAME?

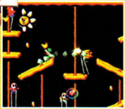
That's right dino-pal, there's no minigame in this level. That means you won't find all the melons until you explore all six huts in each corner of this jungle level.

F A RACE TO GET THE MELONS



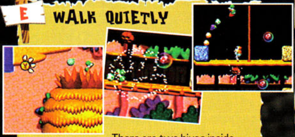
After you stomp on the Mystery Switch, you'll have to race through the spider webs to gather all the melons in this hut.

D THE TALLER THEY ARE...



The Shy Guys on stilts are impossible to defeat unless you hit them in the back with eggs or stomp their heads. Since some of these towering troublemakers are walking on platforms above bottomless pits, your safest and best weapons are your trusty eggs.

E WALK QUIETLY



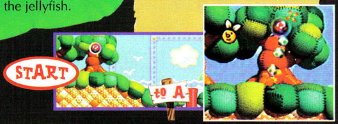
There are two hives inside this hut, and the buzzing bees will trap you if you make too much noise. The trick is to walk slowly and quietly beneath the hives.

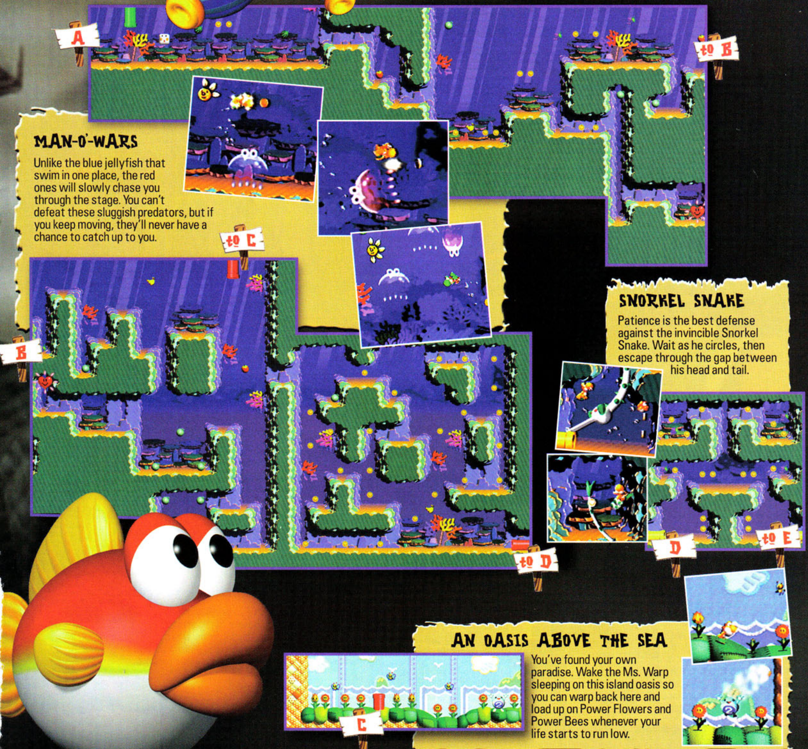
PAGE 5

Lots O' Jellyfish is one of three underwater adventures you'll find in Yoshi's Story. If you're not trying to collect every melon on the page, you'll find that this level isn't overly difficult—if you can dodge the jellyfish.

RELEASE THE FIRST WARP

The First Ms. Warp is hidden inside the Mystery Bubble at the start of Lots O' Jelly Fish. Eat the Shy Guy and use the egg to break open the bubble and release Ms. Warp.





MAN-O'-WARS

Unlike the blue jellyfish that swim in one place, the red ones will slowly chase you through the stage. You can't defeat these sluggish predators, but if you keep moving, they'll never have a chance to catch up to you.

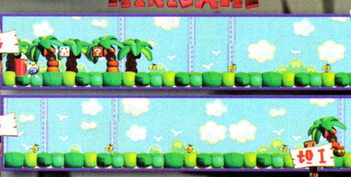
SNORKEL SNAKE

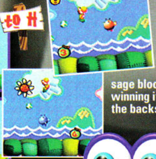
Patience is the best defense against the invincible Snorkel Snake. Wait as he circles, then escape through the gap between his head and tail.

AN OASIS ABOVE THE SEA

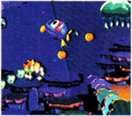
You've found your own paradise. Wake the Ms. Warp sleeping on this island oasis so you can warp back here and load up on Power Flowers and Power Bees whenever your life starts to run low.

MINIGAME



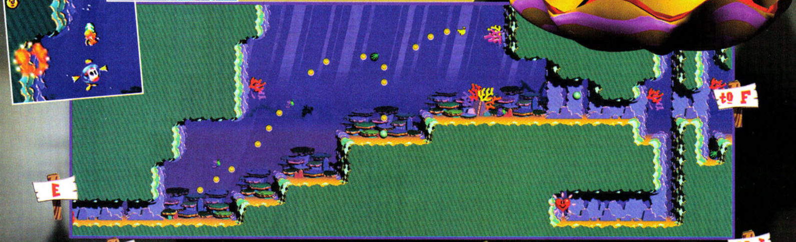


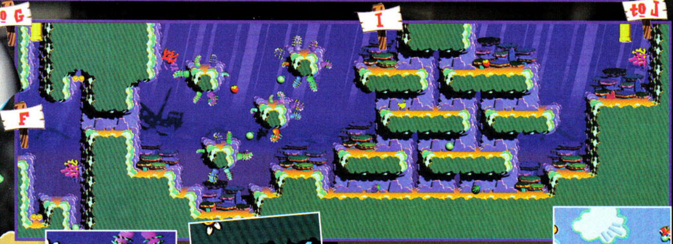
This is a long jump contest: the farther you jump, The more melons you'll earn. You can start with extra altitude if you leap off the message block, but the key to winning it all is to hop across the backs of the Tehee Butterflies and Bitterflies.



HOMING TORPEDOES

The submarine Shy Guys in this level are equipped with homing torpedoes. These torpedoes are fast, but they can't turn as well as you can, so try swimming behind rocks or sharp corners to make them miss you.



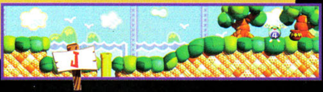


IN A VERY TIGHT SPOT

The sea cacti and jellyfish swimming around these tight twists and turns are the toughest obstacles in Lots O' Jellyfish, but you'll have to dive through these narrow underwater canyons to collect all the melons. To avoid damage, always swim in the middle of the passages.

ONE CHANCE FOR TWO MELONS

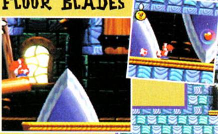
A swarm of flying Shy Guys will make one pass above you before flying off into the blue fabric skies. Use your tongue to grab the two Shy Guys carrying melons in their clutches.



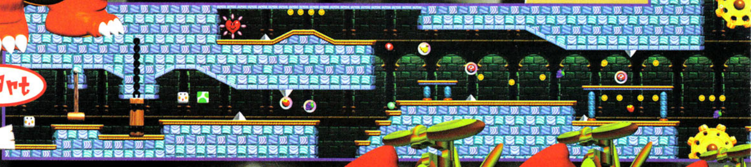
PAGE 6

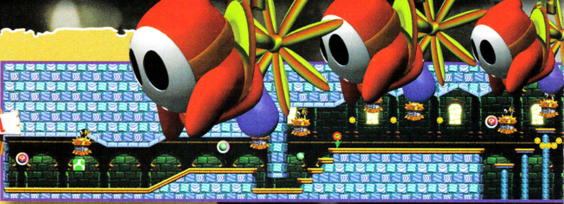
Mecha Castle is one of the toughest pages in Yoshi's Story, but that's because this is the last stage you'll need to complete before you confront Baby Bowser and fight it out for the Super Happy Tree.

FLOOR BLADES

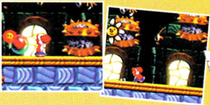


The blue blades are stationary, but the red blades will chase you. Jump over the blades when they sink into the floor.

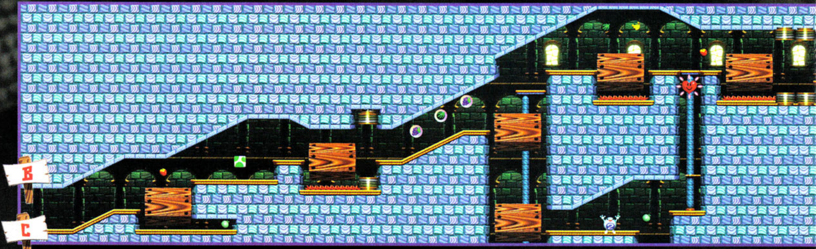




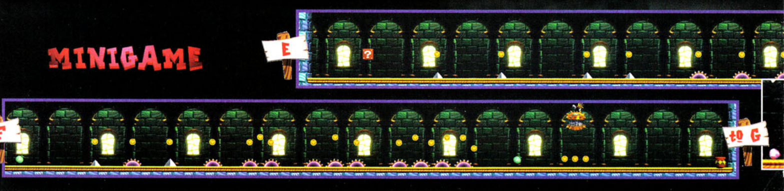
A BIG CRUSH ON YOU

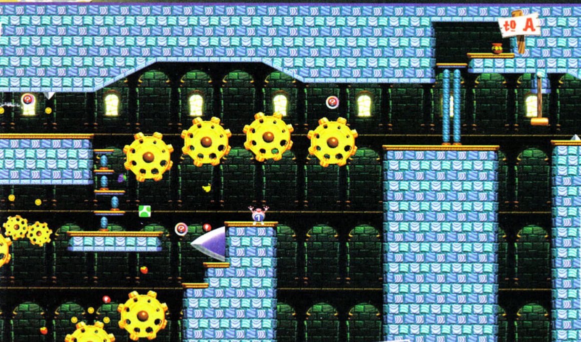


You can throw eggs at the Black Shy Guys, but the best trick is to wait for them to drop their blocks, then run underneath them as they pick them up.

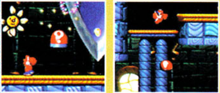


MINIGAME

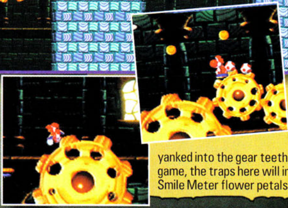




MAKE A RUN FOR IT



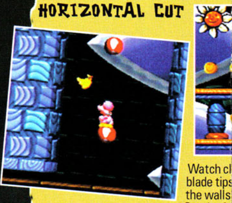
After you hit the Mystery Switch, run right across the gears and climb the Surprise Balls. If you're running out of time, hit the Delay Switch above the gears with an egg.



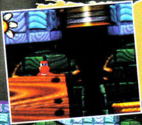
DON'T GET PINCHED

If you stop on a moving sprocket, your Yoshi will be yanked into the gear teeth. Unlike other stages in the game, the traps here will instantly take your Yoshis, not Smile Meter flower petals.

HORIZONTAL CUT

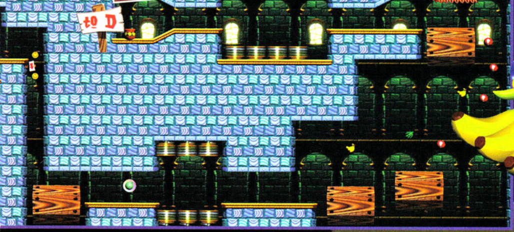


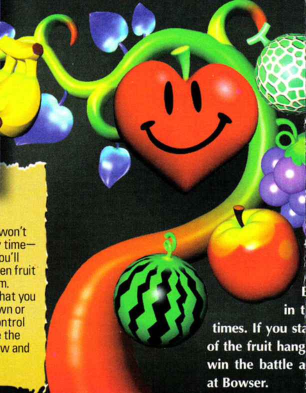
Watch cl
blade tips
the walls
Castle. As
the knives will jump out at you. Jump up
sharp hazards as they retract into the w



POUNDING PISTONS

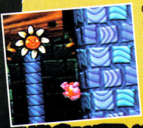
All of th epistons in Mecha Castle have a rhythmic pattern. If you wait and watch, you'll know when the pistons will smash together and you can leap between them as they pull apart.

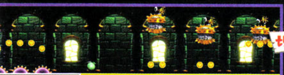


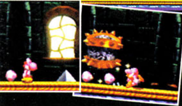


ROCK AND ROLLERS

Falling off Mecha Castle's Rollers won't result in fatal consequences every time—sometimes you'll discover hidden fruit at the bottom. Remember that you can push down or up on the Control Stick to see the terrain below and above you.

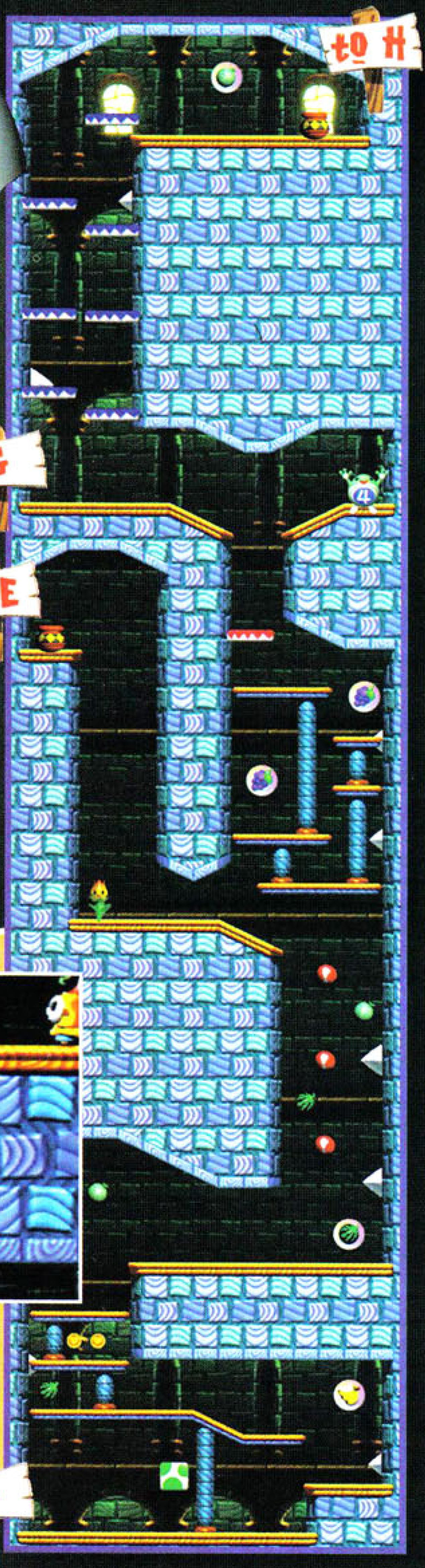




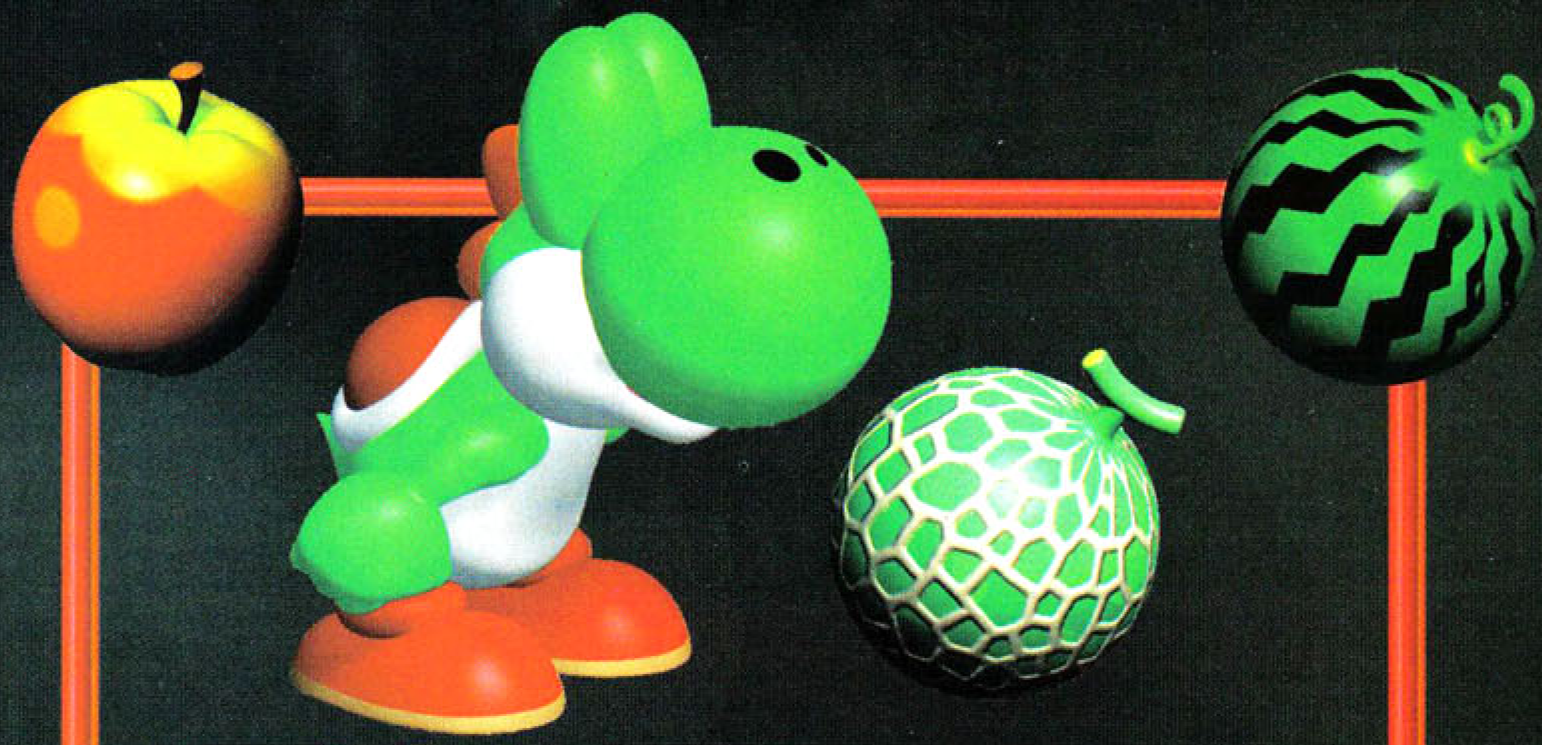


This minigame is a race against time. You won't take any damage if you're Super Happy during the race.

E
in t
times. If you sta
of the fruit hang
win the battle a
at Bowser.

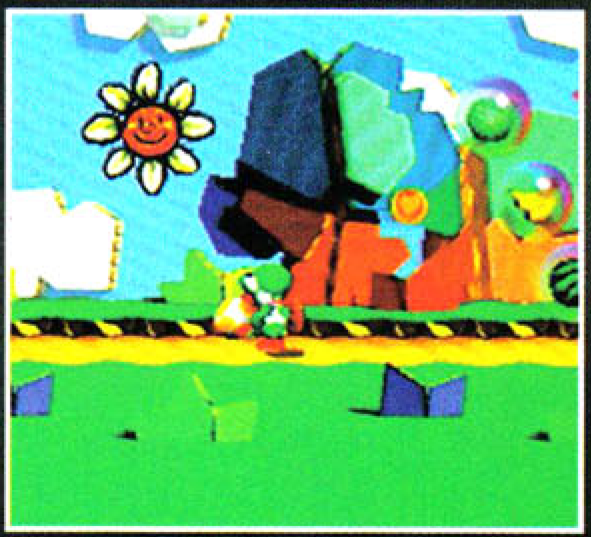


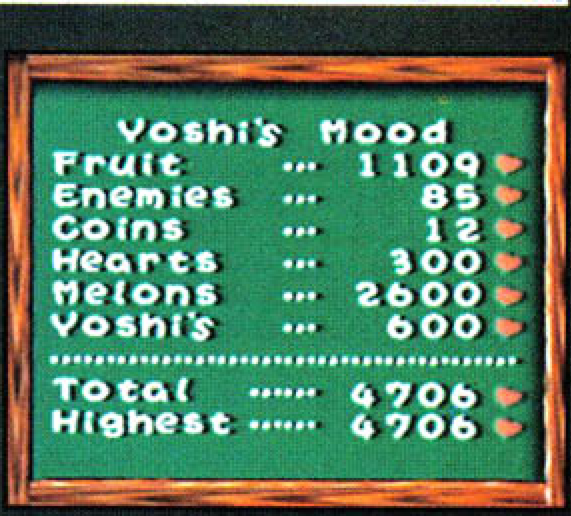
osely for the
poking out of
in the Mecha
you pass by,
past these
valls.



GO FOR THE MELONS TO GET THE HIGHEST SCORES

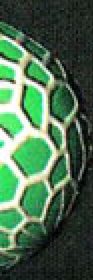
Yoshi's Story seems like an easy game until you try to collect all 30 melons in every course. In order to find all the melons, you'll have to get perfect scores in the minigames and sniff out the remaining hidden fruit. The tricky part is using your tongue to carefully eat the melons and not the other kinds of fruit.

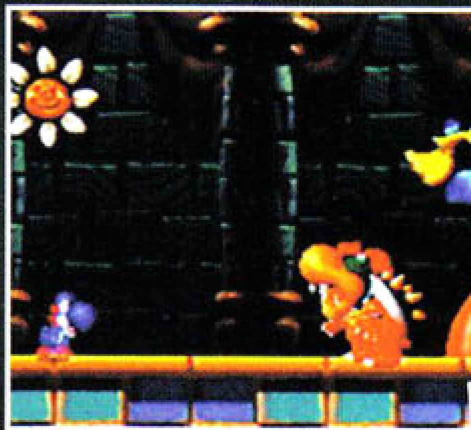




```
   Yoshi's Mood
Fruit     ...  1109
Enemies   ...    85
Coins     ...    12
Hearts    ...   300
Melons    ...  2600
Yoshi's   ...   600
.........................
Total   ......  4706
Highest ......  4706
```

There are 30 melons hidden in each stage of the game. Some melons are out in the open, and others you'll earn by nailing perfect scores in the minigames. Root out the remaining melons by following Yoshi's nose. You don't have to stop to smell for melons—save time by holding down the R Button as you run through every nook and cranny in a stage.



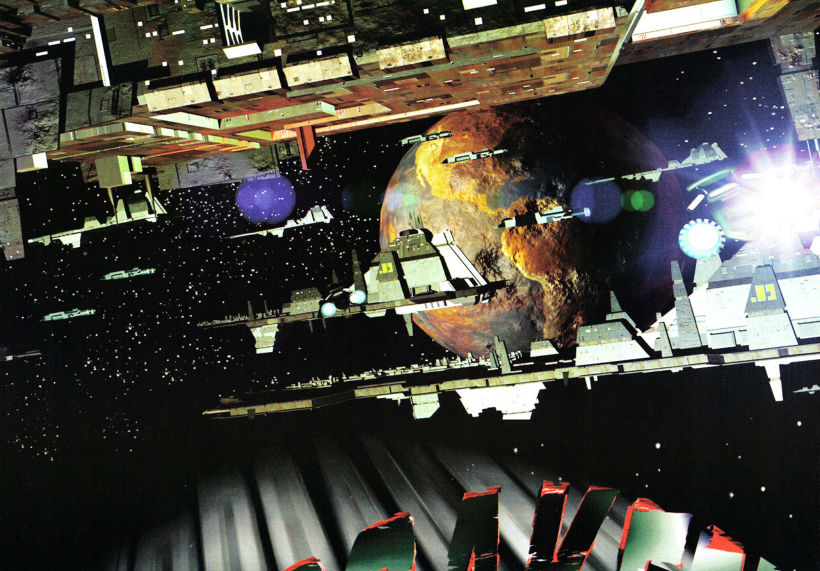


BOMB BABY BOWSER

Compared to the other
Mario and Yoshi games,
Baby Bowser is easy to
defeat in Yoshi's Story. When
the battle starts, pick up the falling
ob-ombs and throw them at the spikes
ne ceiling until they hit Bowser three
rt running low on life, take a bite out
ng from the Super Happy Tree. You'll
fter you throw three more Bob-ombs

THE YOSHI'S STORY PLAYER'S GUIDE

Are you still having problems finding all the melons? Have you discovered what the hidden coin letters spell out when you win a Heart Fruit at the end of a minigame? Perhaps you just want to know if you've found every secret area in the game. Get all the facts and discover even more secrets in Nintendo's Official Yoshi's Story Player's Guide. The 128-page guide shows you everything you need to know on how to play by the book, including where to find the rare Black and White Yoshis!



FORSAKEN
COMING SOON
TO YOUR N64
FROM ACCLAIM

IRON HORSE
FORSAKEN™
NINTENDO POWER®

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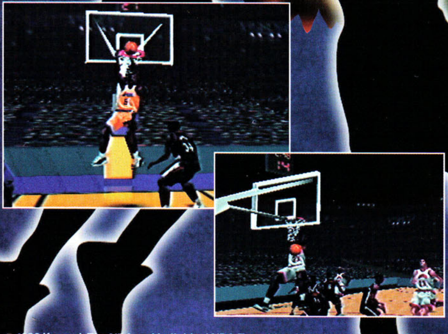
NBA IN THE ZONE '98™

TALK ABOUT A FULL COURT PRESS!



Konami is bringing five-on-five basketball action to the N64 with NBA In The Zone '98.

The action is fast and furious, so you'd better bring your good shoes!

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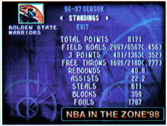
THE REAL DEAL

NBA In the Zone '98 is a breath of fresh air for the sports game scene, not just because there have been no basketball games for the N64 since NBA Hangtime, but also because the game steers away from fantasy play and focuses on real-world player performance and real-world rules. Up to four players can participate in the five-on-five action that includes all 29 NBA teams, actual pro players programmed with their '96-'97 season stats, offensive and defensive fouls, backcourt violations and more.

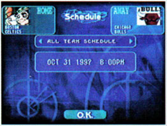
SEASON STATS

There are four play modes to choose from, including Exhibition, Play-offs, All-Star and Season. If you choose the Season mode, the computer will automatically track your players' performances in key areas like points per game, field goal percentage, rebounds, assists and fouls. You'll be able to compare a player's current stats with his previous year's performance, and the computer will even calculate averages for your entire squad in 13 performance categories.


96-97 SEASON
STANDINGS
EXIT
NBA IN THE ZONE'98

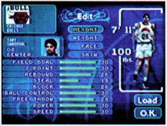
GOLDEN STATE WARRIORS

TOTAL POINTS	8171
FIELD GOALS	2997/6567(.456)
3 POINTS	481/1363(.352)
FREE THROWS	1696/2180(.777)
REBOUNDS	40.8
ASSISTS	22.2
STEALS	611
BLOCKS	359
FOULS	1787


Schedule
HOME
BOSTON CELTICS
AWAY
BULLS
CHICAGO BULLS
ALL TEAM SCHEDULE
O.K.

OCT 31 1997 8:00PM

JUST A BIT OF FANTASY

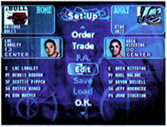

BULLS
CHICAGO BULLS
Edit
HEIGHT
WEIGHT
FACE
SKIN
Load
O.K.

TONY SANDOVAL 08 CENTER

7' 11"

100 lbs.

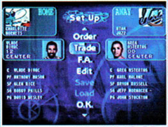
FIELD GOAL	30
3 POINT	30
REBOUND	26
STEAL	15
BLOCK	26
BALL CONTROL	30
FREE THROW	26
POWER	30
SPEED	30

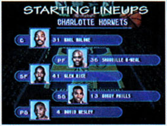

BULLS
HOME
CHICAGO BULLS
Set Up
AWAY
UTAH JAZZ
Order
Trade
F.A.
Edit
Save
Load
O.K.
LUC LONGLEY 13 CENTER
GREG OSTERTAG 00 CENTER
C LUC LONGLEY
PF DENNIS RODMAN
SF SCOTTIE PIPPEN
SG BUSTER GUARD
PG RON HARPER
C GREG OSTERTAG
PF KARL MALONE
SF BRYON RUSSELL
SG JEFF HORNACEK
PG JOHN STOCKTON

You won't see a 40-foot jam with a flaming ball around here, but if you want to inject just a bit of fantasy into your game, then you can take advantage of the Edit option. The Edit option allows you to tweak existing players or create a new one. You can set a player's height (up to 7' 11"), weight (up to a hefty 349 pounds) and skill level in nine different areas. Once a custom player is saved to a Controller Pak, he can be downloaded and used on any team in any play mode.

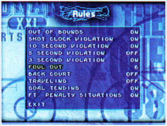
TRADING

If that's not enough, the Trade option lets you swap any players you wish between two teams. If you're looking for a point guard, for example, you can shop around with the best teams in the league to see who would fit the bill. There's no limit to the number of players you can trade, and you can even use this feature in the Season mode. In the Season mode, however, you'll be limited to trading players with the team you're facing on that particular day.


HOME
CHARLOTTE HORNETS
Set Up
AWAY
UTAH JAZZ
Order
Trade
F.A.
Edit
Save
Load
O.K.
VLADE DIVAC 12 CENTER
GREG OSTERTAG 00 CENTER
C VLADE DIVAC
PF ANTHONY MASON
SF GLEN RICE
SG BOBBY PHILLS
PG DAVID WESLEY
C GREG OSTERTAG
PF KARL MALONE
SF BRYON RUSSELL
SG JEFF HORNACEK
PG JOHN STOCKTON


STARTING LINEUPS
CHARLOTTE HORNETS
C 31 KARL MALONE
PF 36 SHAQUILLE O'NEAL
SF 41 GLEN RICE
SG 13 BOBBY PHILLS
PG 4 DAVID WESLEY

RULES OF THE GAME



OUT OF BOUNDS	ON
SHOT CLOCK VIOLATION	ON
10 SECOND VIOLATION	ON
5 SECOND VIOLATION	OFF
3 SECOND VIOLATION	ON
FOUL OUT	6
BACK COURT	OFF
TRAVELING	OFF
GOAL TENDING	ON
FT. PENALTY SITUATIONS	ON

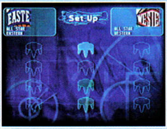
EXIT

DET 0
UTA 2
IN THE ZONE
1998

The Rules option allows you to dial up or turn down the realism to suit your tastes. You can set the number of fouls it takes for a player to be ejected or turn off the option completely, as well as turn on and off a host of violations and penalty situations. We actually recommend turning off the Out of Bounds option until you get used to the court boundaries; otherwise, you'll probably be hearing the ref's whistle every couple of minutes!

COACHING

With five players per team, tactics and coaching will be more important than you might think at first. Just driving to the hoop for a jam won't get you very far, and ball handling will be critical to scoring consistently. Players will tire at different rates, play differently depending on the situation and even play in "streaks" like their real-life counterparts. We've outlined strategic suggestions for each team on the following pages, but the rest will be up to you.


EASTE
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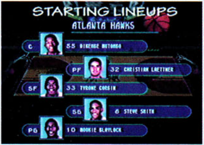
WESTE
ALL STAR WESTERN

EAST 2
WEST 2
NBA IN THE ZONE

STARTING LINEUP

ATLANTA HAWKS

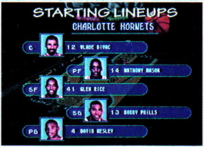


STARTING LINEUPS
ATLANTA HAWKS
C 55 DIKEMBE MUTOMBO
PF 32 CHRISTIAN LAETTNER
SF 33 TYRONE CORBIN
SG 6 STEVE SMITH
PG 10 MOOKIE BLAYLOCK

ATL 0
HOU 2
NBA
XXL
ATLANTA 0
HOUSTON 2
2:40

If rebounding is your game, then you could do worse than the Atlanta Hawks. Dikembe Mutombo alone averaged 11.6 rebounds per game last year, a stat he'll likely come close to matching for you in any play mode. With 1,486 and 1,445 points respectively for the 96-'97 season, Christian Laettner and Steve Smith should also put in lots of productive play.

CHARLOTTE HORNETS

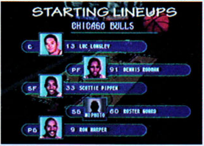


STARTING LINEUPS
CHARLOTTE HORNETS
C 12 VLADE DIVAC
PF 14 ANTHONY MASON
SF 41 GLEN RICE
SG 13 BOBBY PHILLS
PG 4 DAVID WESLEY

CHARLOTTE
HORNETS

Glen Rice and Vlade Divac are unquestionably the Hornets' headliners, but the true strength of this team is its terrific depth. Dell Curry, winner of the '93-'94 Sixth Man Award, is the cornerstone of your bench, but don't ignore quality vets like Matt Geiger, a good backup for Divac. Use your reserves wisely, and you may find yourself with a play-off berth.

CHICAGO BULLS



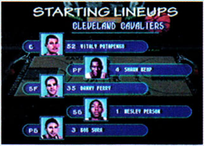
STARTING LINEUPS
CHICAGO BULLS
C 13 LUC LONGLEY
PF 91 DENNIS RODMAN
SF 33 SCOTTIE PIPPEN
SG 60 ROSTER GUARD
PG 9 RON HARPER

CHICAGO
BULLS

CHI 0
VAN 0
NBA
XXL
CHICAGO
VANCOUVER
2:30

If you think that these Michael Jordan-less Bulls are somehow tamer than their real-life counterparts, think again. Though Dennis Rodman can't hit 3-pointers with the aplomb he shows in some other b-ball games, he's still a rebounding demon. Trust Scottie Pippen (1,656 points last season) to produce consistently, whether it's from the paint or somewhere downtown.

CLEVELAND CAVALIERS

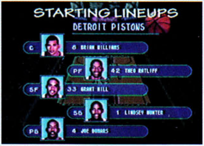


STARTING LINEUPS
CLEVELAND CAVALIERS
C 52 VITALY POTAPENKO
PF 4 SHAWN KEMP
SF 35 DANNY FERRY
SG 1 WESLEY PERSON
PG 3 BOB SURA

CLE 4
CHA 2
NBA
XXL
CLEVELAND 4
CHARLOTTE
2:30

As in real life, the focus of your virtual Cavs will be their new leader, Shawn Kemp. Despite Kemp's dispute with Seattle Sonics' management last year, his overall performance didn't suffer much, and you can expect him to perform as well as or even better than advertised on his stat sheet. When subbing, be sure to give Brevin Knight and Derek Anderson some game time.

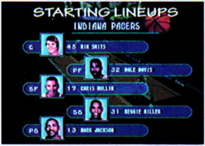
DETROIT PISTONS



STARTING LINEUPS
DETROIT PISTONS
C 6 BRIAN WILLIAMS
PF 42 THEO RATLIFF
SF 33 GRANT HILL
SG 1 LINDSEY HUNTER
PG 4 JOE DUMARS

After a few disappointing seasons, the Pistons are once again a force to be reckoned with, achieving a 54-28 record last year in the talent-heavy Central Division. Though you should build much of your game plan around the NBA's Mr. Nice Guy, Grant Hill, don't overlook the backcourt support of such stalwarts as Lindsey Hunter and the venerable Joe Dumars.

INDIANA PACERS

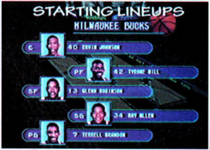


STARTING LINEUPS
INDIANA PACERS
C 45 RIK SMITS
PF 32 DALE DAVIS
SF 17 CHRIS MULLIN
SG 31 REGGIE MILLER
PG 13 MARK JACKSON

IND 2
CLE 0
NBA
XXL
INDIANA 2
CLEVELAND 0
2:51

Unless you're on a par with new head coach Larry Bird, don't expect anything very spectacular from this squad. If you treat them like a fixer-upper, shoring up their offense and patching the holes in their inexperienced bench with a few smart trades (as it stands, there are no good subs for Reggie Miller or Chris Mullin), you can put in a respectable season.

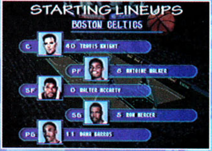
MILWAUKEE BUCKS


STARTING LINEUPS
MILWAUKEE BUCKS
C 40 ERVIN JOHNSON
PF 42 TYRONE HILL
SF 13 GLENN ROBINSON
SG 34 RAY ALLEN
PG 7 TERRELL BRANDON

MIL 0
UTA 2
BUCKS

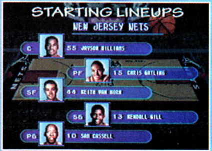
Despite the fact that Glenn Robinson, Ray Allen and Terrell Brandon together scored a total of 4,310 points last year, the Bucks were second-to-last in the Central Division. This just goes to show that a good starting offense is not everything. As with the Pacers, you should make some trades. Look for some offensive backup, but more important, look for a couple of good blockers and rebounders.

BOSTON CELTICS


STARTING LINEUPS
BOSTON CELTICS
C 40 TRAVIS KNIGHT
PF 8 ANTOINE WALKER
SF 0 WALTER MCCARTY
SG 5 RON MERCER
PG 11 DANA BARROS

The Celtics marked their 50th NBA season not with cheers but with jeers. They missed a record 471 games due to injuries. So, it's no surprise they managed no better than 15-67 last year. Luckily for you, some new blood should help them perform more like the Celtics of old. Though he's a rookie, Ron Mercer should provide good support for Antoine Walker, and if you need another starting guard, give Chauncey Billups a shot.

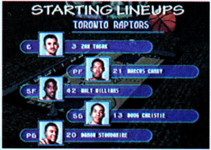
NEW JERSEY NETS


STARTING LINEUPS
NEW JERSEY NETS
C 55 JAYSON WILLIAMS
PF 15 CHRIS GATLING
SF 44 KEITH VAN HORN
SG 13 KENDALL GILL
PG 10 SAM CASSELL

NJ 2
ATL 0
NETS

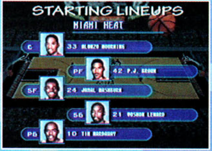
The first thing you might want to do with the Nets is to remove Chris Gatling from the starting lineup and put Kerry Kittles in as a third guard to help in the backcourt. Having two forwards and three guards is an unusual lineup, but it works, and it gives the team lots of scoring power up front. With this lineup, you can try to build a commanding lead in the first half and then play a maintenance game in the second.

TORONTO RAPTORS


STARTING LINEUPS
TORONTO RAPTORS
C 3 ZAN TABAK
PF 21 MARCUS CAMBY
SF 42 WALT WILLIAMS
SG 13 DOUG CHRISTIE
PG 20 DAMON STOUDAMIRE

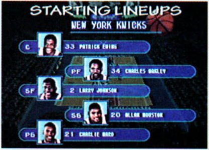
The Raptors ended their rookie season in the Central Division basement, and despite some pretty good individual stats, they may have trouble finding their way out of the dark. Keep the roster rotating throughout a game to keep everyone fresh. When subbing, swap John Wallace for Marcus Camby, and use Carlos Rogers, Reggie Slater and Popeye Jones as the primary backups for other starters.

MIAMI HEAT


STARTING LINEUPS
MIAMI HEAT
C 33 ALONZO MOURNING
PF 42 P.J. BROWN
SF 24 JAMAL MASHBURN
SG 21 VOSHON LENARD
PG 10 TIM HARDAWAY

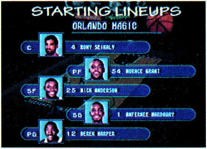
The Heat lived up to their name last year, capturing the Atlantic Division by a comfortable margin, and they should have no problem repeating that performance. This team has advantages that most don't: a great starting lineup and a deep bench. Dan Majerle and Eric Murdock can provide backup for Tim Hardaway and Voshon Lenard, and, as we've seen in real life, Isaac Austin (last year's Most Improved Player) can fill Alonzo Mourning's shoes quite well.

NEW YORK KNICKS


STARTING LINEUPS
NEW YORK KNICKS
C 33 PATRICK EWING
PF 34 CHARLES OAKLEY
SF 2 LARRY JOHNSON
SG 20 ALLAN HOUSTON
PG 21 CHARLIE WARD

The Knicks were nixed in last year's Conference Semifinals against Charlotte, mainly because of the suspension of key players in Games 6 and 7, including Patrick Ewing. Given a chance, this superb team would have a great shot at your virtual NBA championship. Little coaching will be needed; just be sure to rotate quality subs like Chris Childs, John Starks, Buck Williams and Chris Mills through the lineup and you'll be fine.

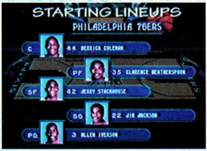
ORLANDO MAGIC


STARTING LINEUPS
ORLANDO MAGIC
C 4 RONY SEIKALY
PF 54 HORACE GRANT
SF 25 NICK ANDERSON
SG 1 ANFERNEE HARDAWAY
PG 12 DEREK HARPER

ORL 0
SA 0
ASSISTS
NBA ORLANDO 0
XXL SAN ANTONIO 0

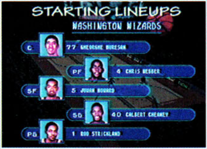
In one year, the Magic endured the loss of Shaquille O'Neal, a mid-season coaching change and a host of injuries, and they still made the play-offs. We don't know if the virtual Magic will have the same spirit, but if you need a spark in the middle of a game, put Darrel Armstrong into the action. Together with Magic leader Penny Hardaway, he'll help propel the team into the postseason.

PHILADELPHIA 76ERS


STARTING LINEUPS
PHILADELPHIA 76ERS
C 44 DERRICK COLEMAN
PF 35 CLARENCE WEATHERSPOON
SF 42 JERRY STACKHOUSE
SG 22 JIM JACKSON
PG 3 ALLEN IVERSON

Allen Iverson and Jerry Stackhouse are your only big scorers, and they need the support of a good bench. Unfortunately, you don't have one. Jim Jackson is strong in the point guard position, allowing Iverson to concentrate on shooting. The big question is how to use your best substitute guard, Mark Davis. Should he sub for Jackson to support Iverson or for Iverson himself?

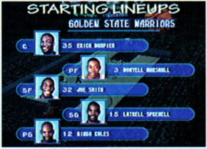
WASHINGTON WIZARDS


STARTING LINEUPS
WASHINGTON WIZARDS
C 77 GHEORGHE MURESAN
PF 4 CHRIS WEBBER
SF 5 JUWAN HOWARD
SG 40 CALBERT CHEANEY
PG 1 ROD STRICKLAND

WAS 2
LAL 0
TOTAL POINTS
NBA WASHINGTON 2
XXL L.A. LAKERS 0

The key to success with the Wizards is ball handling. With Gheorghe Muresan's height and Chris Webber's and Juwan Howard's speed, you can keep the ball moving and your opponents off balance. Opposing players will be hard pressed to predict whether it will be Webber, Howard or point guard Rod Strickland who will take the shot. If you keep your players moving, you'll have lots of offensive opportunities.

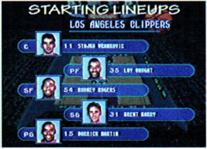
GOLDEN STATE WARRIORS


STARTING LINEUPS
GOLDEN STATE WARRIORS
C 35 ERICK DAMPIER
PF 3 DONYELL MARSHALL
SF 32 JOE SMITH
SG 15 LATRELL SPREWELL
PG 12 BIMBO COLES

GS 0
CHA 0
WARRIORS

With a 30-52 record last year, the Warriors didn't finish as badly as some other teams, but it will still take a lot of work and trading to lift them up from the bottom of the Pacific Division heap. Latrell Sprewell may be suspended in real life, but you can keep his virtual self in the starting lineup. You'll need to find two starting forwards and one starting guard, but Joe Smith can stay in his slot.

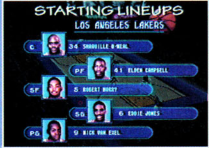
LOS ANGELES CLIPPERS


STARTING LINEUPS
LOS ANGELES CLIPPERS
C 11 STOJKO VRANKOVIC
PF 35 LOY VAUGHT
SF 54 RODNEY ROGERS
SG 31 BRENT BARRY
PG 15 DARRICK MARTIN

LAC 2
DEN 0
CLIPPE
TOTAL POINTS
NBA L.A. CLIPPERS 2
XXL DENVER 0

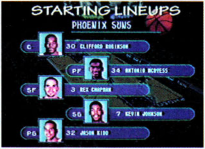
Despite looking worse than the Warriors on paper, the Clippers finished better in the '96-'97 season with a 36-46 record. This does not mean, however, that a season with this squad will be easy. Take a leaf from the Clippers' real-life game plan and substitute a lot, and we mean a lot. None of your players are standouts, but if you keep them fresh, they'll do pretty well for you right off the bench.

LOS ANGELES LAKERS


STARTING LINEUPS
LOS ANGELES LAKERS
C 34 SHAQUILLE O'NEAL
PF 41 ELDEN CAMPBELL
SF 5 ROBERT HORRY
SG 6 EDDIE JONES
PG 9 NICK VAN EXEL

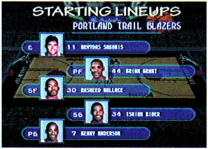
The Lakers fared much better last year than their cross-town rivals, the Clippers, and finished just one game back of the division-winning Seattle Sonics. Your five starters each rates .400 or better in field goals and has a collective average of over 16 points per game, so a play-off berth is nearly assured. For variety, you might put a second guard, perhaps Kobe Bryant, in place of one of your three starting forwards.

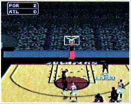
PHOENIX SUNS


STARTING LINEUPS
PHOENIX SUNS
C 30 CLIFFORD ROBINSON
PF 34 ANTONIO MCDYESS
SF 3 REX CHAPMAN
SG 7 KEVIN JOHNSON
PG 32 JASON KIDD

The Suns climbed out of an early 0-8 hole to finish 40-42 last year, largely due to good coaching and wise trading. Now that the team has a rebuilt lineup, you can focus on tactics. Jason Kidd and 10-year veteran Kevin Johnson will provide quick ball handling, leaving Cliff Robinson, Antonio McDyess and Rex Chapman free to punch through your opponents' defense to accept passes and take shots.

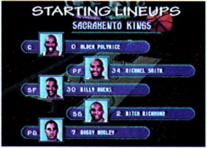
PORTLAND TRAIL BLAZERS


STARTING LINEUPS
PORTLAND TRAIL BLAZERS
C 11 ARVYDAS SABONIS
PF 44 BRIAN GRANT
SF 30 RASHEED WALLACE
SG 34 ISAIAH RIDER
PG 7 KENNY ANDERSON



You'll start your virtual '97-'98 season with a lineup that was revamped just last year. This squad should give you a solid season without major worries. Rasheed Wallace will do well for you as your starting power forward, but you should also give Jermaine O'Neal a chance in that spot, perhaps every third game. If Brian Grant doesn't live up to your expectations after a few games, put him on the bench and make O'Neal a regular starter.

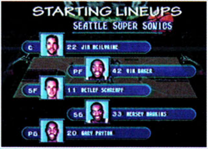
SACRAMENTO KINGS


STARTING LINEUPS
SACRAMENTO KINGS
C 0 OLDEN POLYNICE
PF 34 MICHAEL SMITH
SF 30 BILLY OWENS
SG 2 MITCH RICHMOND
PG 7 BOBBY HURLEY

SAC 2
LAL 0
NBA
XXL

Your first order of business as coach will be to shuffle the starting lineup. Bring up either Mahmoud Abdul-Rauf or Terry Dehere to replace Bobby Hurley, and then switch either Olivier Saint-Jean or Corliss Williamson with Billy Owens. Owens is actually quite versatile, and he'll function well as one of your top substitutes. The aim here is to provide support for Mitch Richmond, one of the top scorers in the NBA.

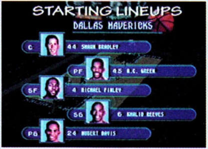
SEATTLE SUPER SONICS


STARTING LINEUPS
SEATTLE SUPER SONICS
C 22 JIM MCILVAINE
PF 42 VIN BAKER
SF 11 DETLEF SCHREMPF
SG 33 HERSEY HAWKINS
PG 20 GARY PAYTON

SEA 2
UTA 0
NBA
XXL
TOTAL POINTS
SEATTLE 2
UTAH 0

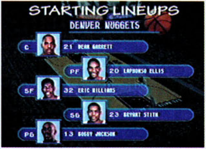
If Jim McIlvaine isn't earning his salary, rotate Sam Perkins or Jerome Kersey into his starting spot and work your tactics around three forwards. David Wingate and Dale Ellis are more than capable subs for Hersey Hawkins and Gary Payton, and they'll likely hit lots of 3-pointers when they're fresh off the bench. Payton's speed is commanding, but he'll tire faster and take a bit longer to recover than the others.

DALLAS MAVERICKS


STARTING LINEUPS
DALLAS MAVERICKS
C 44 SHAWN BRADLEY
PF 45 A.C. GREEN
SF 4 MICHAEL FINLEY
SG 6 KHALID REEVES
PG 24 HUBERT DAVIS

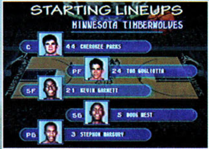
If you want a challenge, then the Mavs are the squad for you. They went through a complete overhaul last season, and the current roster is still largely untested as a team. Erick Strickland, an undrafted free agent until the Mavs signed him, should take a starting spot half of the time, swapping a space on the bench with Hubert Davis. Shawn Bradley should concentrate on blocking (248 last season), while Michael Finley takes the point on scoring.

DENVER NUGGETS


STARTING LINEUPS
DENVER NUGGETS
C 21 DEAN GARRETT
PF 20 LAPHONSO ELLIS
SF 32 ERIC WILLIAMS
SG 23 BRYANT STITH
PG 13 BOBBY JACKSON

With all the roster shuffling last season, here's another case of a team building a record and a reputation from the ground up this season. Though they don't have any stats to show, you can put your trust in starting guard Bobby Jackson and reserve center Tony Battie (a very promising first-round draft pick). Eric Williams can be effective on both offense and defense, and Anthony Goldwire should provide good backcourt support.

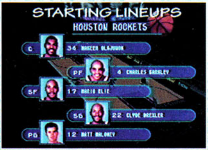
MINNESOTA TIMBERWOLVES



STARTING LINEUPS
MINNESOTA TIMBERWOLVES
C 44 CHEROKEE PARKS
PF 24 TOM GUGLIOTTA
SF 21 KEVIN GARNETT
SG 5 DOUG WEST
PG 3 STEPHON MARBURY

Though not a division leader, the Timberwolves do show a pretty good set of offensive teeth when worked properly. Tom Gugliotta, Kevin Garnett and Stephen Marbury can all average 10+ points per game consistently, and with a little practice on passing and set-up, Sam Mitchell and Stanley Roberts will do the same.

HOUSTON ROCKETS

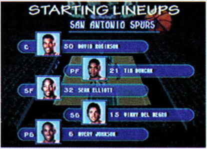


STARTING LINEUPS
HOUSTON ROCKETS
C 34 HAKEEM OLAJUWON
PF 4 CHARLES BARKLEY
SF 17 MARIO ELIE
SG 22 CLYDE DREXLER
PG 12 MATT MALONEY

HOU 4
DET 4
NBA XXL
REBOUNDS
HOUSTON
DETROIT

As we've said all along, depth is important, and the Rockets have it in spades. Aside from the terrific rebounding and scoring you'll get with Charles Barkley, Hakeem Olajuwon and Clyde Drexler, you'll also have Matt Moloney's steady ball handling and Mario Elie's 3-point shooting. Othella Harrington, Brent Price and Emanual Davis will also put up some impressive numbers.

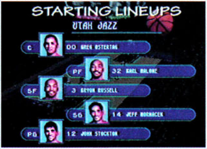
SAN ANTONIO SPURS



STARTING LINEUPS
SAN ANTONIO SPURS
C 50 DAVID ROBINSON
PF 21 TIM DUNCAN
SF 32 SEAN ELLIOTT
SG 15 VINNY DEL NEGRO
PG 6 AVERY JOHNSON

Don't let the Spurs' measly 20 wins in the '96-'97 season fool you. They were plagued by repeated injuries to key members of the team, including forward David Robinson, but that's something you won't have to worry about. If Robinson or rookie Tim Duncan can't push his way through to the hoop, let Vinny del Negro and Avery Johnson run with the ball until something opens up.

UTAH JAZZ

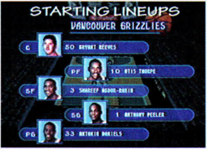


STARTING LINEUPS
UTAH JAZZ
C 00 GREG OSTERTAG
PF 32 KARL MALONE
SF 3 BRYON RUSSELL
SG 14 JEFF HORNACEK
PG 12 JOHN STOCKTON

UTA 0
CHI 0
NBA XXL
3 POINTS
UTAH
CHICAGO

The Jazz had a record of 64-18 last year, second only to the Bulls' record of 69-13. Without Michael Jordan to lead the Bulls (at least in your virtual season), the Jazz will have an even better chance of grabbing a championship season. Scoring is never a problem for double-digit shooters Karl Malone, John Stockton and Bryon Russell, and you can count on Malone and Greg Ostertag to rebound when you need it most.

VANCOUVER GRIZZLIES



STARTING LINEUPS
VANCOUVER GRIZZLIES
C 50 BRYANT REEVES
PF 10 OTIS THORPE
SF 3 SHAREEF ABDUR-RAHIM
SG 1 ANTHONY PEELER
PG 33 ANTONIO DANIELS

VAN 2
SEA 0
NBA XXL
TOTAL POINTS
VANCOUVER
SEATTLE

With a record like 14-68 for the '96-'97 season, there's nowhere for the Grizzlies to go but up. Luckily, it looks like they can do better, especially if you base your offense around Shareef Abdur-Rahim, Otis Thorpe and Bryant Reeves. Pete Chilcutt, Tony Massenburg and Blue Edwards will provide good backup. If you need to spark some action, bring in the subs near the end of the first or second quarter.

TIME OUT

After several fantasy seasons, we realize that winning here, as in real life, depends on seeing what your fellow players can and will do on their own. If you can't set up a play yourself, you'll have to trust that if you pass around the backcourt, then, say, Alonzo Mourning will try to get open for a play. It's that simple and that complex, all at once!

EAST 0
WEST 0

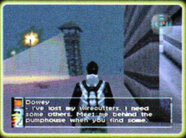
Exclusive First Play!

MISSION: IMPOSSIBLE

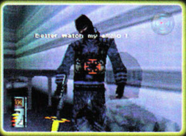
COMPLETING OCEAN'S LONG-AWAITED ACTION THRILLER ONCE SEEMED TO BE AN IMPOSSIBLE MISSION, BUT A NEW DEVELOPMENT TEAM AND A SHARPER FOCUS IS SET TO PAY OFF SOON.

hello, mr. phelps

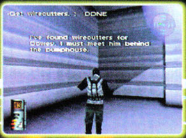
MISSION: IMPOSSIBLE TURNS OUT TO BE MORE THAN A 3-D ROMP WITH GADGETS AND GUNS. LOOSELY BASED ON THE HIT MOVIE, THE GAME CAPTURES THE ESSENCE OF WHAT MADE MI SO COMPELLING: THE COMPLEXITY OF THE MISSIONS. THE GADGETS AND IMF TEAM MEMBERS ARE MERELY TOOLS USED BY THE PLAYER TO COMPLETE MISSIONS THAT CHANGE AND GROW DURING PLAY. ALTHOUGH OUR ALPHA VERSION WASN'T COMPLETE, THERE WAS ENOUGH IN IT TO RESTORE OUR EXCITEMENT ABOUT THIS LONG-DELAYED TITLE.



Dowey
- I've lost my wirecutters. I need some others. Meet me behind the pumphouse when you find some.



Better watch my ammo !



-Get wirecutters. : DONE

I've found wirecutters for Dowey. I must meet him behind the pumphouse.

spies and saboteurs

In the new design of MI, the development team at Infogrames has concentrated its efforts on IMF team members and dynamic missions. As super agent Ethan Hunt, you'll be teamed with specialists on each operation. These agents rely on you to carry out objectives and support their efforts. Before the game begins, you are introduced to the three main team members by way of dossiers, but other agents may also be involved in the mission.

ETHAN HUNT

Tom Cruise's starring role is your starring role, as well. Ethan is the first choice for every mission.

JOHN CLUTTER

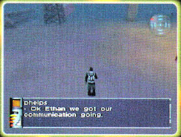
Agent Clutter is a mountaineer and technical specialist versed in explosives and radio.

JIM PHELPS

This Phelps is no traitor. He directs and coordinates all operations in the field.

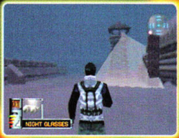
toys for the boys

No Mission: Impossible operation would be complete without sophisticated equipment. You'll begin each mission with some items, but you'll have to collect other items along the way. Some devices can be used directly by Ethan, while others must be handed over to technical wizards such as Clutter. The range of items is impressive, too, from explosives to communications devices to cool hi-tech gizmos like the night vision goggles.



phelps
- Ok Ethan we got our communication going.

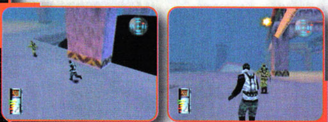
The AFS sends secure messages to team members. A blinking light on the item selector indicates an incoming message.



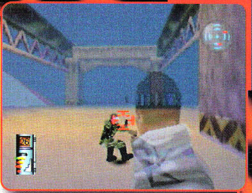
To escape from the submarine base, you'll need these goggles to help you navigate in the dark.

VIEWPOINT

In any 3-D game, the perspectives or camera angles play an important role. Unlike the first-person perspective of GoldenEye 007, MI uses several variations of third-person perspectives. When you're moving quickly, the camera gives a wide angle view so that you can see where to go. If you move slowly, the camera closes in to focus on your immediate vicinity.



ETHAN IS ALWAYS IN VIEW.

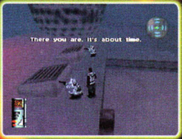


TAKING AIM.

When you activate the close-up view for targeting and shooting, your character becomes transparent and a cross-hair appears.

your mission, jim

objective witness



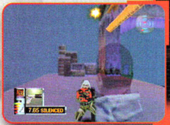
There you are. It's about time.

After you blow up the power plant, your objective is to regroup with the others. It's not over yet.

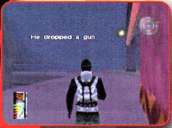
In the first mission, The Ice Storm, your central objective is to blow up the power plant at a submarine base. But in order to accomplish that task, you must meet a number of secondary objectives. In fact, you need to consult the mission objectives list frequently, because new objectives are added as the situation changes. While you're in the field, you can check the physical location of objectives on your radar. Red dots indicate objectives while green dots mark other team members. Communicating with other team members can also be an important way to determine objectives and priorities.

SHOOTER?

In Mission: Impossible, you don't have to shoot everyone. In fact, doing so would probably be a bad idea since you'll need to conserve ammo and stay under cover. You'll begin the first mission with a silenced 9mm pistol and one clip of bullets. More weapons can be picked up from fallen enemies, but don't expect to find guns on all of them, or boxes of ammo, either. This isn't Doom. Stealth is better than muscle in most cases. If you have more than one weapon, you can scroll through them on the item selector and see how much ammo you have left.

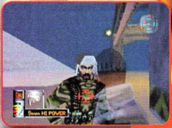


9MM PISTOL, SILENCED



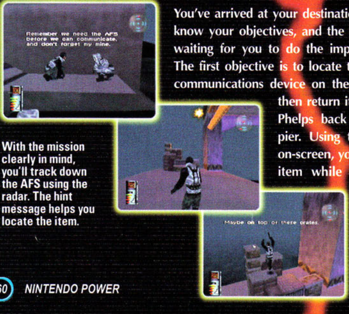
He dropped a gun

UZI AUTOMATIC



HI-POWER PISTOL

covert actions

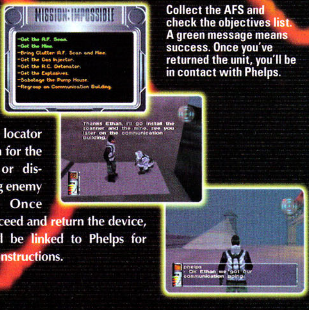


Remember we need the AFS before we can communicate, and don't forget my mine.

Maybe on top of these crates.

With the mission clearly in mind, you'll track down the AFS using the radar. The hint message helps you locate the item.

You've arrived at your destination, you know your objectives, and the team is waiting for you to do the impossible. The first objective is to locate the AFS communications device on the docks, then return it to Jim Phelps back at the pier. Using the radar locator on-screen, you'll search for the item while avoiding or dispatching enemy guards. Once you succeed and return the device, you will be linked to Phelps for further instructions.



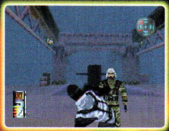
-Get the A.F. Scan.
-Get the Mine.
-Bring Clutter A.F. Scan and Mine.
-Get the Gas Injector.
-Get the R.C. Detonator.
-Get the Explosives.
-Sabotage the Pump House.
-Regroup on Communication Building.

Thanks Ethan. I'll go install the scanner and the mine, see you later on the communication building.

phelps
- OK Ethan we got our communication going.

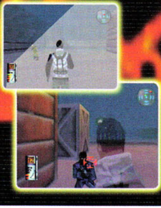
Collect the AFS and check the objectives list. A green message means success. Once you've returned the unit, you'll be in contact with Phelps.

dangerous duty



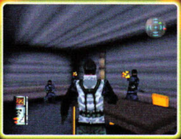
HAND-TO-HAND

No matter how careful you are, you won't be able to avoid every fight. When you run out of bullets, you'll have to use your fists.



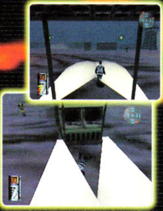
BEWARE OF TRAPS

Guards patrol the nuclear base while search lights roam the grounds. If you step into the light, you'll trigger an alarm and bring guards running.



SUPER GUARDS

Not all guards are created equal. Two shots will finish off the greenies, but the blue guards in this guardhouse can take six hits apiece.

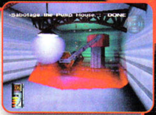


ROAD HAZARDS

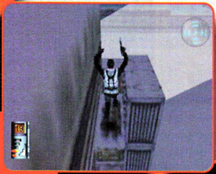
Watch out for the trucks driving around the base. If you step into their paths, you'll see your character from the driver's view before getting hit.

ACTION

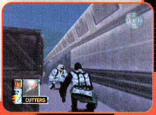
Although objectives may change on every operation, basic actions remain the same. Your ability to run, jump, walk, and crouch never changes. The game also makes use of the analog Control Stick to control your speed. Besides physical movement, you will be asked to use gadgets. The item selector in the lower left part of the screen allows you to scroll through all your gadgets and weapons. You can also access a menu for viewing objectives, the briefing, items and team member profiles.



Setting the detonator.



Ethan must navigate all sorts of terrain, so the ability to jump is vital.



Giving Dowey the wire cutters.

mission complete

Although there were limited missions included in our alpha version of MI, we were impressed by the depth of game play. Like GoldenEye 007, MI goes beyond the realm of 3-D shooters and delivers a much richer experience. The use of the classic Mission: Impossible theme music also adds to the thrill. As for the graphics, they may not be quite as polished as GoldenEye yet, but they are looking good. At its current rate of development, Ocean hopes to have Mission: Impossible in the stores by May. We hope so, too. After all, anything's possible.

WARIOLAND II™

PLAY GAME
GAME BOY ONLY
POWER
Attac

EVERYONE WANTS A PIECE OF WARIO. IT SEEMS THAT SOMEONE IS ALWAYS OUT TO STEAL HIS FORTUNE OR JUST RUIN HIS DAY. IN NINTENDO'S WARIO LAND II FOR GAME BOY, THE TEMPERAMENTAL HERO IS TERRORIZED, TRANSFORMED, AND TAKEN TO THE CLEANERS. WILL HE FIGHT BACK OR HOWL LIKE A KICKED DOG? THE ANSWER LIES JUST AHEAD.

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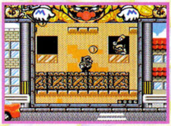
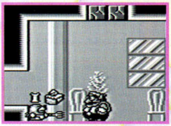
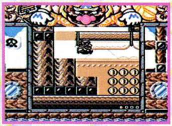
bad is good

Bad may be good, at least according to Wario, but good things rarely happen to our bad boy no matter how bad he is. In Wario Land II, Captain Syrup and her annoying friends have run off with Wario's treasure and left his castle in a frightful state. Nintendo Power has mapped out the basic route from Wario's place through 52 improbable stages to Syrup Castle. Along the way, every bad thing you can imagine will happen to Wario. But even if Wario doesn't have a good time, you will.



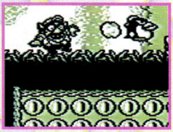




out of control

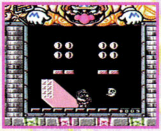
When Wario meets some special enemies, he completely loses control. But although it may seem like a bad thing, Wario's transformations are usually good. Somewhere in the stage will be a place that he can reach only in the transformed state. Some of Wario's new personalities include Fat Wario, Flat Wario, Fiery Wario, Floating Wario and other forms like those shown at left.

CRAZY WARIO



The upside of Wario's insanity is that he can shoot down enemies.

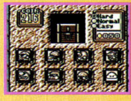
ZOMBIE WARIO



Zombie Wario can fall between stones in the floor. Sunlight cures him.

THE GREAT TREASURE HUNT

In the Treasure Game, you have a few seconds to memorize the appearance of an enemy character, then you have to match it to one of the eight figures that briefly appear. You can win back 50 of Wario's treasures.



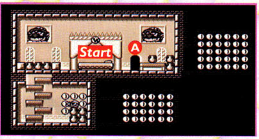
The star symbol shows the entrance to a Treasure Game.

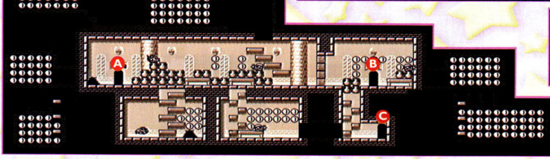
One noisy morning

The first chapter of Wario's desperate scramble to recover his treasure begins at home in his castle. He must deal with the mess left behind by Captain Syrup's cronies. Some of the monstrous misfits are still hanging around, too.

1.1 TURN OFF THAT ALARM CLOCK!

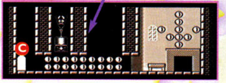
Wario slept soundly while his castle was burgled, but now the alarm clock is ringing and he can't find it anywhere. Your main mission is to turn off the clock. You should collect Wario's hidden stash of coins, as well. Try bashing through all the walls.

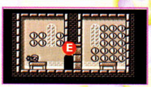


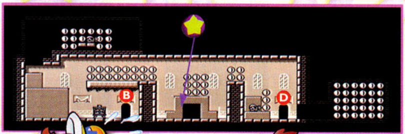


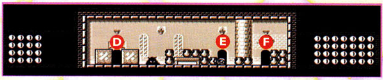
BAT ATTACK!

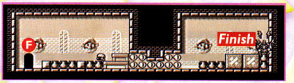
One bat drops a lead weight that flattens Wario; the other picks him up and steals coins.

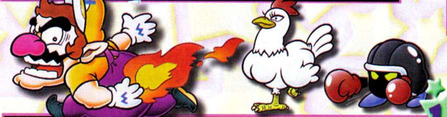






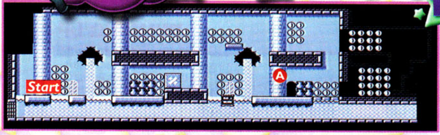


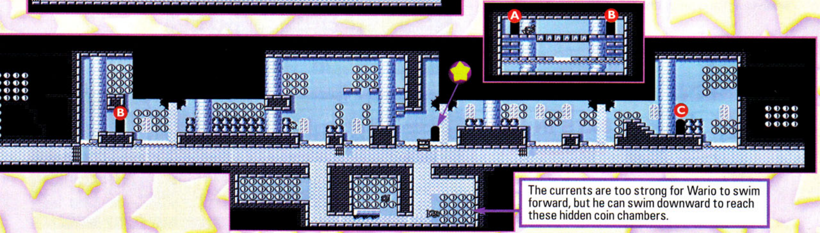




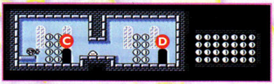
1.2 TURN OFF THE GIANT FAUCET

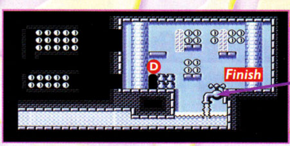
The thieves left the water running in the castle and it's filled up the lower floors. Now Wario has to take a page from Mario's book and do some plumbing. The first job is to turn off the faucet. He'll have to swim in some areas and float on furniture in others.





The currents are too strong for Wario to swim forward, but he can swim downward to reach these hidden coin chambers.



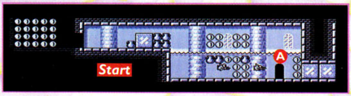


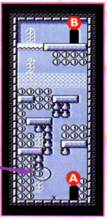
THE BIG DRIP

How do you turn off the faucet? You can't twist the handle, so the next best thing is to charge into it from the side repeatedly.

1.3 LET THE WATER OUT

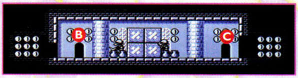
Conveniently, Wario's Castle has a drain. Unfortunately, it's blocked by a stopper. Your job is to uncork the castle and let the water out. Use the slide-and-roll move down the stairs to reach the stopper.

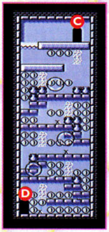


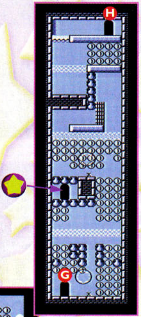


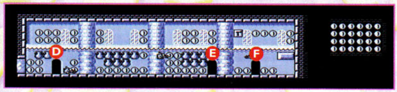
BUBBLE TROUBLE

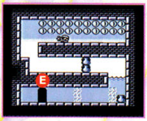
Only the big bubbles can carry you up through the current, but if you hit a ledge they'll pop.

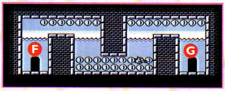


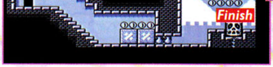






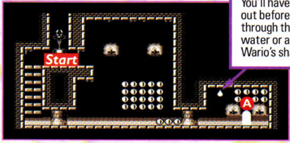






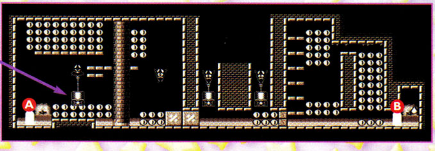
1.4 GO DOWN TO THE CELLAR

Before leaving the castle in search of the vandals, Wario heads down to the cellar to pick up more of his scattered coin collection. The big danger here comes from above in the form of falling blocks, although in some places being flat is better than being fat.



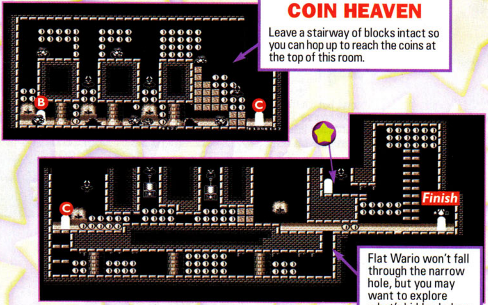
PUMPING UP

You'll have to gain some thin out before you can make it through the door. A drop of water or a bat can restore Wario's shape.



BATS IN THE BASEMENT

These bats have nothing better to do all day than drop blocks. If you jump on a block, you can jump from the top to reach more coins.

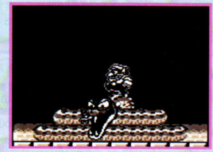


COIN HEAVEN

Leave a stairway of blocks intact so you can hop up to reach the coins at the top of this room.

Flat Wario won't fall through the narrow hole, but you may want to explore what's hidden below.

1.5 DEFEAT THE GIANT SNAKE



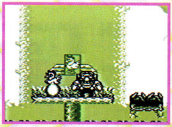
Six stomps on the head of the giant snake will knock him out cold, but one bite will send Wario back to start the fight over. Just stay clear of those fangs.

2 SS tea cup

It's yo, ho, ho and a bottle of scum for Wario when he takes to sea in pursuit of Captain Syrup. But before Wario drops anchor, he'll have to catch a chicken and work his way through the mysterious woods. Once aboard the Tea Cup, Wario must stop the ship and defeat a mad gull.

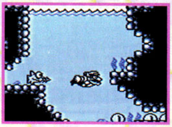
2.1 RETURN THE HEN TO HER NEST

To reach the hen, you'll have to slide and roll through the low passage and use spiked beetles to break the blocks. Once you find her, carry her or follow her back to the nest.



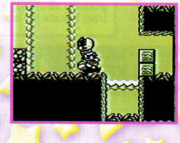
2.2 ESCAPE FROM THE WOODS

Wario battles penguins with insanity bombs, little fire-breathing dragons and plenty of obstacles in the woods. Luckily, it's a short trip and you'll soon be aboard the S.S. Tea Cup.



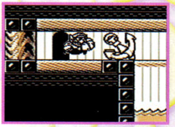
2.3 GET IN THE CUP

Getting aboard the good ship Tea Cup isn't as easy as it sounds. You'll have to swim through caves, then hop onto the backs of flying gulls, and finally evade hungry eels.



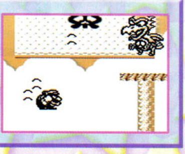
2.4 DROP THE ANCHOR

Once you reach the bilge room, you'll find the anchor resting on the edge, ready to drop into the sea. Give it a Wario rush and knock it over the side to stop the S.S. Tea Cup.



2.5 DEFEAT BOBO

When Bobo takes a hit on the head, he gets so upset that he causes a strong wind to blow up from below. To avoid being blown out of the stage, just push downward to resist the wind.



3 Maze Woods

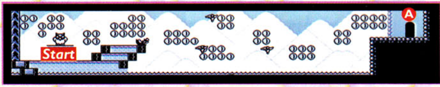
Captain Syrup and her henchcritters escape in a balloon, and Wario is forced to follow by hitching a ride with an owl. When you reach the woods, you'll find thickets of thorns, lakes full of nasty fish and lots of creeping creatures.

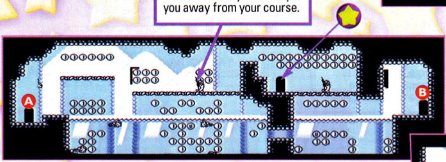
BAD COINS

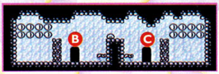
Wario loves coins, but avoid the coins stamped with the letter "U." They will carry you away from your course.

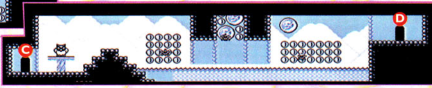
3.1 GET TO MAZE WOODS

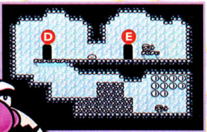
The only way to cross the sea is in the clutches of an owl. Hit the owl and then jump up so it grabs Wario. You can steer the owl, but it's tricky since it never stops and you have to keep correcting your course. The enemy birds won't hurt the owl, but one hit on Wario sends him falling into the water.

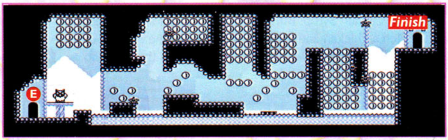






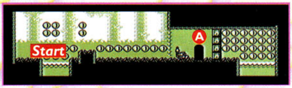


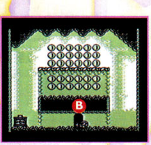


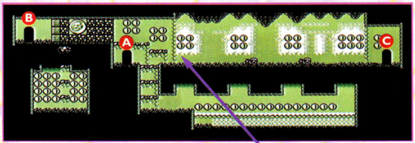


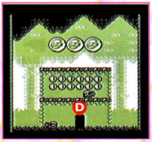
3.2 DEFEAT THE GIANT SPEAR MAN

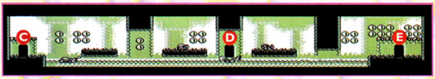
You'll be deep in the forest now, so you'll have to use some woodcraft. That includes using the fire dragon to burst through fire blocks and riding on the backs of turtles. When you need to reach a high ledge, jump from on top off an overturned enemy.





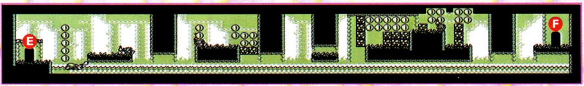




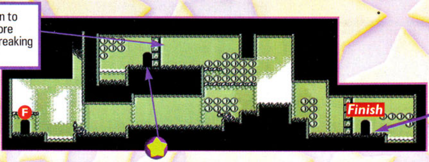


HIDDEN HOLES

Watch out for the hidden holes. The groups of coins and gaps between the trees indicate the locations of holes.



Carry the fire dragon to the upper ledge before igniting Wario and breaking through the wall.

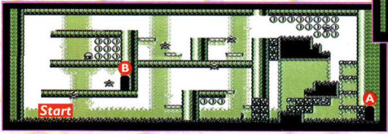


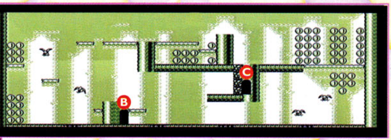
NOTHING TO SPEAR

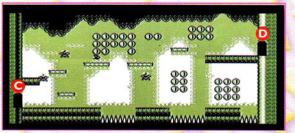
Keep stomping on Spear Guy's head or drop on him from above. Wario has nothing to fear.

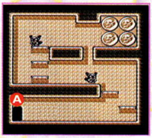
3.3 THROUGH THE THORNY MAZE

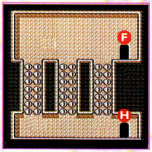
This area is a test of your owl-piloting skills. One touch of a thorn and Wario will drop to the forest floor and you won't reach the exit. In addition to thorns, you'll encounter bad birds that try to dive-bomb Wario.

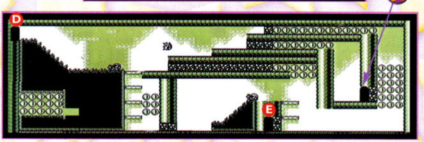


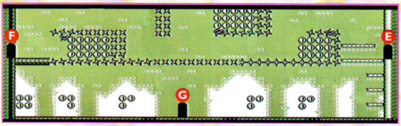


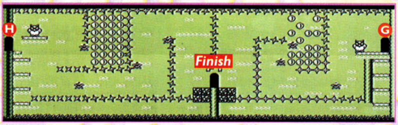






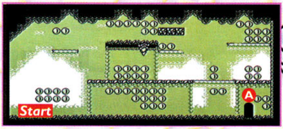


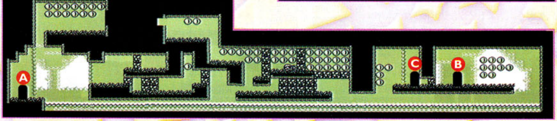


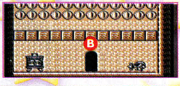


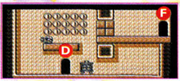
3.4 ESCAPE FROM THE MAZE WOODS

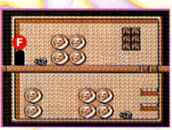
Ride the turtles, smash the blocks, hop on baddies and collect coins. One new enemy blows Wario up like a balloon. In the final area with the exit door, you need to slide and roll, then jump in ball form to reach the blocks and break through to the door.

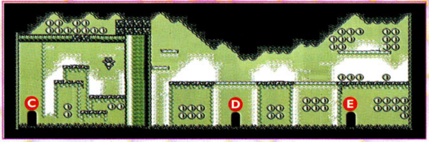






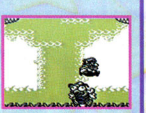


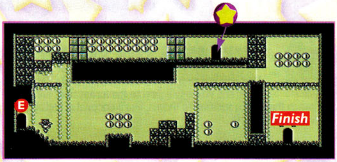




3.5 DEFEAT THE GIANT BEE

Hop on the giant bee's head then prepare for the wee bees that pop out of the two honeycombs. Hit the small bees from the side or top, but don't let them sting wario's head.





4 in town

The town level has more variety than the rest of the levels put together, but it isn't very hard to find your way through it. In the building areas, keep heading up and look for open windows. In the factory, throw switches to reverse the conveyor belts. And in the end, play ball like you've never played before.

4.1 STOP THAT TRAIN!

The key to getting through the train is to reach the roof and explore every hole that drops back into the train.

4.2 UP ON THE ROOFTOP!!

Jump from ledge to ledge while avoiding the bottles that come winging out of the windows. Remember to go inside, too.

4.3 DOWN IN THE CELLAR

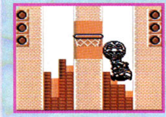
The many Syrup chefs in this area may have fattening cake, but that's just what Wario needs to reach the basement.

4.4 ESCAPE FROM THE FACTORY

Explore each area of the factory with the switches thrown both ways and you'll find all the hidden secrets.

4.5 ANYONE FOR B-BALL?

Hop on the rabbit, then stand to the right of the basket as shown in the screen shot and shoot. Three hoops win it all.

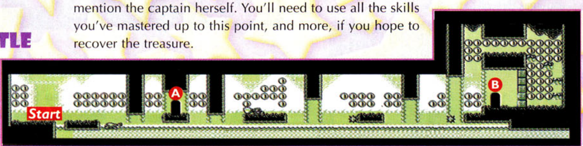


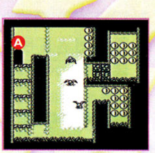
5 syrup castle

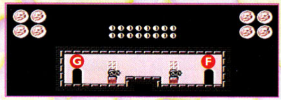
The final and longest area takes you into and through Captain Syrup's castle. Wario must deal with mazes, enemies, ghosts and ducks, not to mention the captain herself. You'll need to use all the skills you've mastered up to this point, and more, if you hope to recover the treasure.

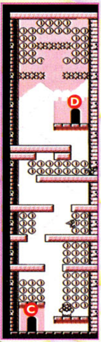
5.1 GET TO THE CASTLE

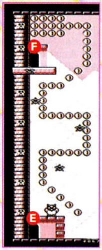
To make this cruise by turtle extra special, Captain Syrup has put spikes along the route. Keep your head low and watch your jumps. You'll also travel by owl, and you'll have a chance to find some hidden coin rooms.

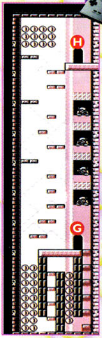


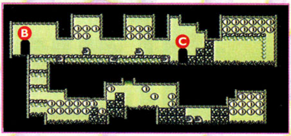


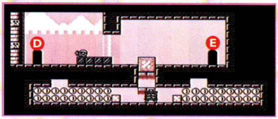


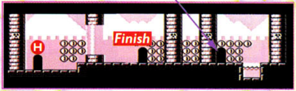






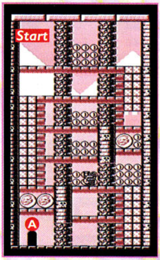


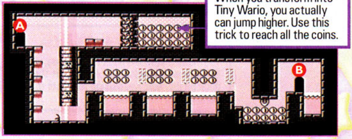




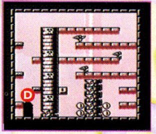
5.2 STORM THE CASTLE

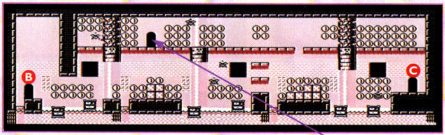
Some new enemies like Pogo Guy show up in the castle to give Wario a warm welcome. Expect lots of jumps and breakthroughs. You'll also meet ghosts for the first time. To recover from being Zombie Wario, step into the shafts of light.

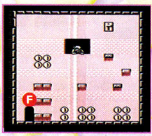


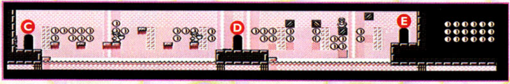


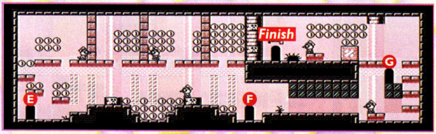
When you transform into Tiny Wario, you actually can jump higher. Use this trick to reach all the coins.

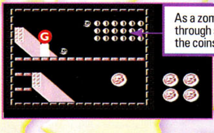








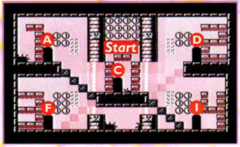


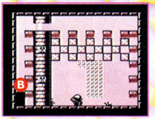


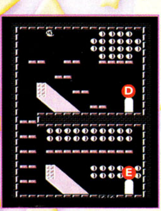
As a zombie you can pass through stones and reach all the coins.

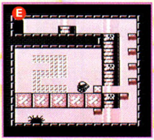
5.3 DEFEAT FOUR DUCKS

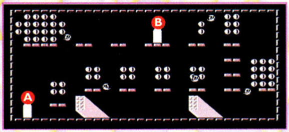
Four ducks in four rooms hold the key to progressing farther in the castle. Wario's mission is to defeat each of the four, mighty fowl. A switch room in the middle of the staircase gives you access to all four rooms. When you defeat the fourth duck, you'll warp automatically to the next stage.

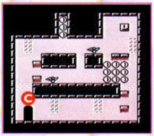


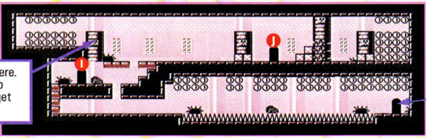




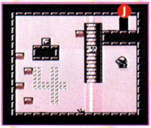


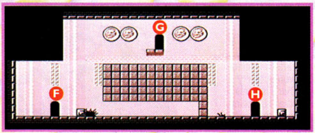


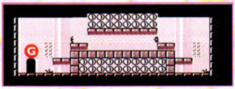


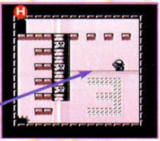


The mice are the key here. Carry one up to the top hall and jump off it to get over the obstruction.



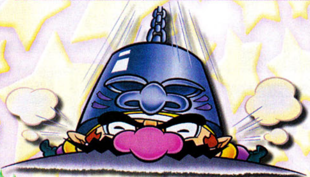






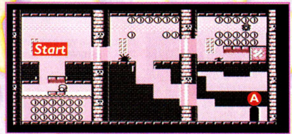
DUCK ON A WIRE

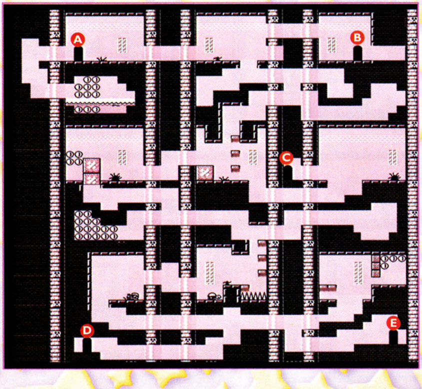
You must topple the duck from above. Drop down through the holes and hit the duck on its head. Keep doing this until the duck falls off the wire.

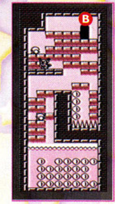


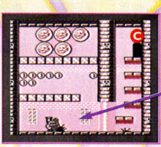
5.4 FIND THE HIDDEN DOOR

The only way to find the hidden passages is to smash into walls, throw enemies at blocks, and stomp. In the first area, you'll have to smash through the columns. In the final area, the brick walls contain a maze of passages. The maps on these two pages show all the secret passages after they've been opened. If you see a wall where there's a passage on the map, hit it.



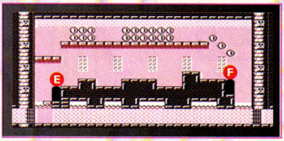


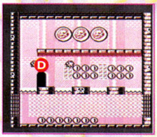


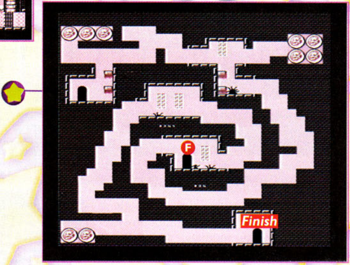


REACHING THE HEIGHTS

After stomping Pogo Guy, carry him up to the middle ledge, then have him bounce you to the top where you can get the coins.

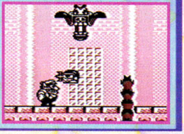




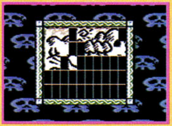


5.5 THE FINAL BATTLE

Captain Syrup hovers overhead in a weird flying contraption while she drops burning beetles on Wario. At the same time, columns of fire shoot up from the floor. Use the beetles to hit Syrup, then, when they become explosive, throw them into the fire.



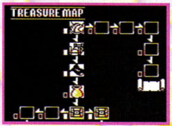
PUZZLING PICS



Every time you win a piece of the puzzle in the number identification game, it fills in one piece of a larger picture. You'll have to go to all 52 stages to fill in every piece of the puzzle.

many roads to go

With this strategic review you should be able to reach the end of Wario Land II, but there are other routes you can take. Some of the special routes pass through just a few stages. You can even go straight from the One Noisy Morning stage to the Invade Wario Castle stage. Future issues of Power will cover the special routes. For now, just have fun being bad.



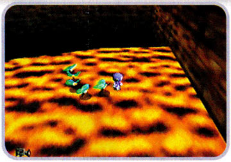
The treasure map shows the route you took to recover your treasure, but it doesn't show the routes you didn't take. Keep looking.

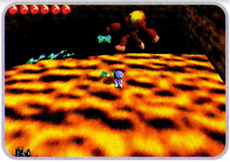
COUNSELORS' CORNER

CHAMELEON TWIST

WHAT'S THE BEST WAY TO CRUSH LIZARD KONG?

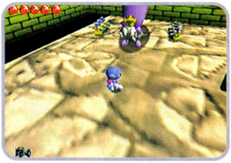
Lizard Kong is the king of Jungle Land. To defeat this boulder-tossing, chunky monkey, avoid the rocks he throws at you and use your tongue to grab the butterflies flying at your head. As Lizard Kong raises his arms and pounds his fists against his chest, shoot the butterflies. If you hit Lizard Kong, he'll stumble backward. Keep dodging and shooting until you've pushed Lizard Kong into the pit.

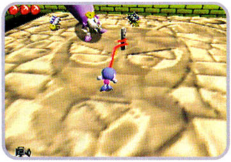

The blue butterflies in this stage will hurt you if you bump into them. Grab them with your tongue and shoot them at Lizard Kong.

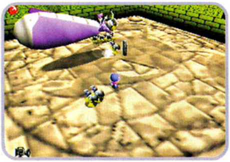

Shoot the butterflies when Kong pounds his fists against his chest. Keep shooting until he falls backward into the pit.

? HOW DO I SQUASH QUEEN ANT? ?

Queen Ant reigns over all of Ant Land, and if you're not careful, you'll end up as her court jester. The purple monarch will spin around the royal chamber and order several ants to attack you. Maintain your distance from the queen, then shoot your tongue at the post in the center of the room. Swing around the post to trip the queen, then quickly grab the ants with your tongue and shoot them at the Queen Ant before she gets back up. Move away from the queen and wait for her to continue the battle As long as you keep some space between you and her royal highness, you should be able to survive long enough to hit her five times and defeat her.


Move away from her highness when she jumps about and orders her warriors to attack.

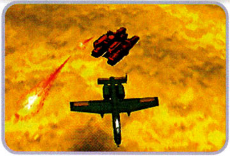

Shoot your tongue at the post in the center of the room, then swing around and trip the queen.


Grab an ant with your tongue and shoot it at the fallen Queen. She'll surrender after five hits.

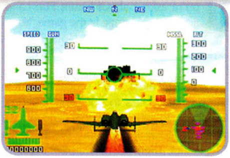
▶ AEROFIGHTERS ASSAULT

IS THERE AN EASY WAY TO BLAST BAZEEL?

Yes. First, don't waste time blasting the small tanks—in the desert, just eliminate the ones around Bazeel. There are two ways to attack the giant tank: You can stay above 600 meters and dodge the tank's fire, or you can fly up behind it, very low to the ground, and use your special weapons on the tank's weak rear armor. Either way, if you're fast enough to destroy the tank in daylight, you'll move on to the Shuttle Defense Bonus Stage.



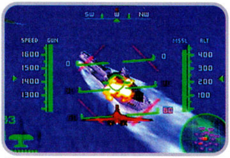
If you stay above 600 meters, you'll be able to dodge most of Bazeel's anti-aircraft guns.



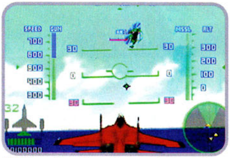
Fly low to the ground and use your special weapon on the tank's weak rear armor.

HOW DO I SINK LEVIATHAN?

Leviathan is actually one of two submarine dreadnoughts patrolling the Pacific Ocean. Its sister ship, Krakken, surfaces a few seconds after you sink Leviathan. Before you engage the Leviathan, stay high and destroy the fleet's fighter support. The enemy fighters in this stage are capable of inflicting more damage than surface defenses. Start your attack run from a high altitude over Leviathan, then dive down, targeting the ship's weak spots with your special weapon. After you fire your weapons, quickly pull up to avoid the anti-aircraft fire from the surrounding fleet. You probably won't have any special weapons left for Krakken, so keep repeating your dive bombing attack using your main weapon and take out the helicopters surrounding the ship. If you score more than 1,700,000 before you sink Krakken, you'll earn a trip to the Air Landing Bonus Stage.



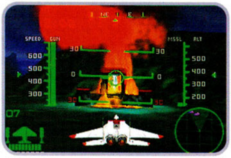
Dive bomb attacks work the best on the dreadnoughts and get you clear of the AA defenses.



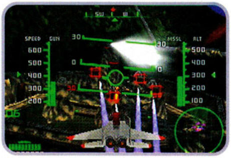
Krakken will surface after you sink Leviathan. Blast the helicopters before you attack.

I KEEP RUNNING OUT OF TIME IN THE FORTRESS STAGE!

You'll have a scant 900 seconds to demolish the fortress before the enemy activates it's Super Weapon. Since you're on a tight time - table, you should take a moment to prioritize your targets before you start the mission. The first thing you should do is locate and destroy the four force field generators. You'll find one in each corner of the mission area. Destroying the force fields allows your wingmen to attack the fortress defenses. Your second target should be the guns around the fortress, but don't try to eliminate every strong point–the Super Weapon will automatically fire if the enemy's air defense network goes down. Save your special weapon for the third and final target, the main fortress. After you deplete your special weapon, switch to your main weapons and continue attacking the fortress until it's destroyed. If you've completed the Air Landing and Shuttle Defense stages, you'll be able to fly on to the Goliath Defense Bonus Stage.



Destroy the four Fortress force field generators located at the corners of the mission area.

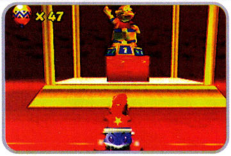


Save your special weapon for the fortress, then finish the job with your main weapon.

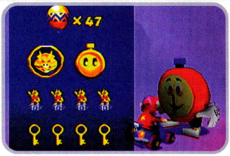
DIDDY KONG RACING

HOW DO I GET TO THE SPACE COURSES AND OPEN T.T.'S DOOR?

You're asking about Future Fun Land, an advanced stage in the game. You'll have to have all four Gold Trophies and beat Wizpig to get there. If you do, drive up to the the trophy sign on the beach. Once you get there, you'll probably want to know what it takes to open the T.T. Time Trial Door. To get inside, you'll need to have all 47 Balloons and the four pieces of the T.T. Amulet. There are no warps or tricks for reaching these areas, so start racing!



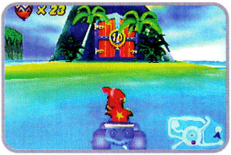
Bronze and silver prizes won't get you into Future Fun Land—you need four Gold Trophies.



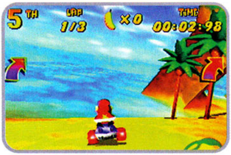
To get inside T.T.'s Door, you need 47 Balloons and all four pieces of the T.T. Amulet.

WHERE IS THE KEY IN SHERBET ISLAND?

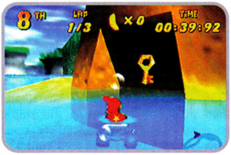
Sherbet Island's key is located on the Crescent Island course. You'll find it in the water a little way past the starting line. From the start, stay to the left when the track splits and drive along the water. After a short distance, the land veers to the right, but you want to continue your heading straight out into the water. Keep the coast on your right and you'll float past a small alcove carved out by the surf. Put on the brakes and look inside the alcove for the key.



Crescent Island's watery course is where you'll need to look to find the Sherbet Island key.



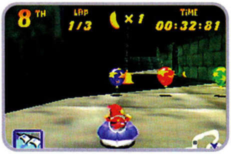
After you start, stay left and follow the water. You'll get your wheels wet on the beach.



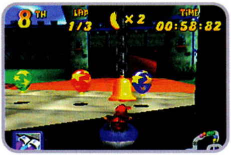
Keep going straight, keeping the land on your right and you'll spot this alcove and the key.

WHERE IS THE KEY IN DRAGON FOREST?

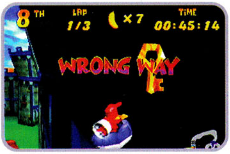
Dragon Forest's key is in the Boulder Canyon course. To get the key, you need to ring the bell to raise the drawbridge, then race up the bridge to find the key on a platform. From the starting line, follow the road to the first bridge, then cross it and collect the three Blue Balloons. Turn around and drive back to the bridge and bang the bell with your vehicle. Once the bridge is raised, press the Z Button to use your balloons and shoot toward the bridge deck. If your timing is right, your vehicle will go up the steep ramp and you'll find the key on a slanted platform near the top of the wall.



Before you ring the bell on the drawbridge, drive over and pick up the three Blue Balloons.



You must ring the bell to raise the drawbridge. Gently nudge the bell with your vehicle.

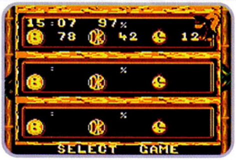


After the bridge is raised, press the Z Button to blast up the ramp to the key on this platform.

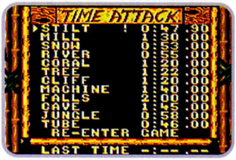
▶ DONKEY KONG LAND 3

WHAT IS TIME ATTACK MODE?

Ssshh! Geez, just blab about it to everyone! Time Attack Mode is a secret game mode not even mentioned in the DKL3 instruction manual. It's a racing game where players can shoot for fast times by running, rolling and pouncing through twelve different stages. To reach Time Attack mode, you'll need to find all the DK Coins and Clocks in the game. Once you have the goods, Time Attack will appear on your game's main menu.



You'll need to get all the DK Coins and Clocks to play DKL3's Time Attack Mode.

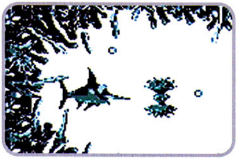


```
TIME ATTACK
▶STILT    !  0:47 .90
 MILL        1:30 .00
 SNOW        0:53 .00
 RIVER       0:55 .00
 CORAL       1:20 .00
 TREE        1:22 .00
 CLIFF       1:20 .00
 MACHINE     1:40 .00
 FALLS       2:00 .00
 CAVE        1:45 .00
 JUNGLE      0:58 .00
 TUBE        0:46 .00
   RE-ENTER GAME
 LAST TIME   -:-- .--
```

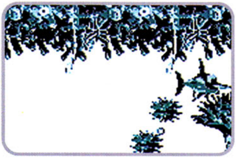
Time Attack Mode lets players try for the fastest times on twelve different stages.

? HOW DO I FILLET BARBOS IN CAPE CODSWALLOP? ?

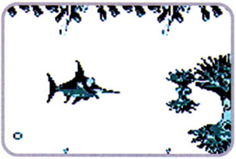
Barbos is the head clam in Barbos Bastion, the last stage you'll find in Cape Codswallop. When you begin the battle, Barbos will shoot a lurchin at you. Wait for the lurchin to stop chasing you, then wait for it to open. As the lurchin opens, jab it with your nose to send it careening back at Barbos. This will aggravate the giant clam and he'll shoot a wave of three lurchins out at you. If you can swim directly above Barbos, you'll find a safe spot. Wait for the lurchins to pass, then move out and jab the next lurchin back at Barbos. He'll surrender if you hit him three times.



Wait for this solitary lurchin to slow and open, then bounce it back into Barbos.



You'll find a safe spot directly above Barbos. Hide here when he shoots three lurchins out at you.



Barbos will flee his underwater hideout after you bounce three lurchins off his tough hide.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

AUTOMOBILI LAMBORGHINI

Q: Hey! The steering's too sensitive. I'm all over the road!

A: Select "Semi Analog on the Controller Options Menu.

Q: How do I get the Reverse Tracks?

A: Win the Championship on Expert level.

Q: How many extra cars are in the game?

A: Six.

MISCHIEF MAKERS

Q: How come I keep losing my Gem when I exit the level?

A: Don't pause and exit the level. You need to exit through a Blue Exit Star.

Q: What do the grades A through D mean?

A: The higher the grade, the faster you completed the level. There's even an "S" grade for super-fast!

NFL QUARTERBACK CLUB '98

Q: Which 1998 team is the best in the game?

A: The Green Bay Packers.

Q: Why isn't my best player in the Season Leader stats?

A: You substituted him and put him in a position that he doesn't play in real life. The game tracks the players only according to the positions that they play.

1997 NINTENDO POWER® AWARDS

Welcome to the 1997 Nintendo Power Award nominations, where you, our readers, tell us what you think were the best and brightest games of 1997. Check each category, mark your choices on your Player's Poll card and send it in. We'll announce the winners in our May issue. If you vote, you'll also be entered into the Player's Poll contest automatically, so you could win big, too!

A BEST GRAPHICS

Textured polygons are becoming the norm rather than the exception, and more and more games are featuring full 3-D environments. Technology doesn't mean a thing, though, if there's no creativity and artistry to back it up. In your opinion, which of these titles represents the best combination of art and science?

1. **Diddy Kong Racing**
2. **FIFA Road to the World Cup '98**
3. **GoldenEye 007**
4. **NFL Quarterback Club '98**
5. **San Francisco Rush**
6. **Star Fox 64**
7. **Top Gear Rally**
8. **Turok: Dinosaur Hunter**

1ST
LAP 1/3
×1
TIME 00:19:73

Diddy Kong Racing

FIFA Road to the World Cup '98

B BEST SOUND

What would your games be like without the low rumble of a car's engine, the excited cheers of a sell-out crowd or the sharp crack of enemy gunfire? Pretty boring, actually. Sound effects and music combine with a game's graphics to draw you into the action and create an interactive experience unlike any other.

1. **Clayfighter 63⅓**
2. **Diddy Kong Racing**
3. **Extreme-G**
4. **FIFA Road to the World Cup '98**
5. **GoldenEye 007**
6. **Star Fox 64**
7. **Tetrisphere**
8. **Turok: Dinosaur Hunter**

Tamagotchi

RESCUE
1:3
217 180
1800
Tetrisphere

Harvest Moon

FIFA Road to the World Cup '98

C BEST STORY

Whether it's a best-selling book, a blockbuster movie or the latest hit video game, everybody loves a good story. If you're looking for drama, suspense, humor and, yes, even a little romance, these titles won't disappoint.

1. **Blast Corps**
2. **GoldenEye 007**
3. **Harvest Moon**
4. **Mischief Makers**
5. **Mortal Kombat Mythologies**
6. **Star Fox 64**
7. **Turok: Dinosaur Hunter**

COMBO HITS 4
EXPERIENCE 28
Mortal Kombat Mythologies

D MOST INNOVATIVE

The one constant in video games is that nothing ever stays the same for long. Fans and developers alike are always looking for the next big thing in technology, concept and design. But does "new" or "different" necessarily mean "good"? That's up to you to decide.

1. **Blast Corps**
2. **Diddy Kong Racing**
3. **FIFA Road to the World Cup '98**
4. **GoldenEye 007**
5. **Harvest Moon**
6. **Tamagotchi**
7. **Tetrisphere**

Blast Corps

Duke Nukem 64

E BEST CHALLENGE

When it comes to games, there's frustration and then there's *frustration.* What's the difference? In the first case, you'll give a game "just one more try"—a couple of hundred times. In the second case, the Game Pak ends up being a mighty fine coaster for your cocoa. Rest assured that these nominees are frustrating, but only in the best possible way!

1. **AeroFighters Assault**
2. **Blast Corps**
3. **Diddy Kong Racing**
4. **Duke Nukem 64**
5. **F-1 Pole Position**
6. **GoldenEye 007**
7. **Top Gear Rally**
8. **Turok: Dinosaur Hunter**

F BEST PLAY CONTROL

Good play control means not having to think about what you're doing. The controller becomes an extension of you, and suddenly, you're screaming down a twisting track, soaring through the vastness of space or charging downfield through a pack of defenders—at least, that's what it feels like.

1. **Diddy Kong Racing**
2. **FIFA Road to the World Cup '98**
3. **GoldenEye 007**
4. **Madden 64**
5. **Mario Kart 64**
6. **NBA Hangtime**
7. **Star Fox 64**
8. **WCW vs. NWO: World Tour**

Madden 64

FALCO
Move it, Fox!
He's right
behind you.

Star Fox 64

H BEST SPORTS GAME

There are no second stringers in the lineup, so you know the competition is going to be very fierce. These games have many impressive innovations and entertaining features, but only one of them will take home the gold!

1. **FIFA Road to the World Cup '98**
2. **International Superstar Soccer 64**
3. **Madden 64**
4. **NBA Hangtime**
5. **NFL Quarterback Club '98**
6. **The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey '98**

Extreme-G

Automobili Lamborghini

F-1 Pole Position

Multi Racing Championship

G BEST RACING GAME

Racing was one of the hottest categories of 1997. Though the selection of titles ranged from whimsical adventures to fairly serious sims, they all focused on speed, speed and more speed. The only question now is deciding which one pushed *you* to the speed limit.

1. **Automobili Lamborghini**
2. **Diddy Kong Racing**
3. **Extreme-G**
4. **F-1 Pole Position**
5. **Mario Kart 64**
6. **Multi Racing Championship**
7. **San Francisco Rush**
8. **Top Gear Rally**

PRESS START
PRESS START
L.A. LAKERS
MIAMI
HALF TIME

NBA Hangtime

I BEST PARTY GAME SINCE TWISTER

As good as many games are, some are even better when you have another human or three as opponents. Which one of these multiplayer faves had you and your friends screaming, laughing and crying all at the same time?

1. **Bomberman 64**
2. **Clayfighter 63 ⅓**
3. **Diddy Kong Racing**
4. **GoldenEye 007**
5. **Mario Kart 64**
6. **Star Fox 64**
7. **WCW Vs. NWO: World Tour**
8. **Wheel of Fortune**

Wheel of Fortune

WCW vs. NWO: World Tour

Automobili Lamborghini

Extreme-G

Top Gear Rally

San Francisco Rush

J COOLEST RIDE

Let us guess. The license plate holder on your 1978 Plymouth Horizon says, "My other car is a (insert the name of some run-of-the-mill sports car here)." Yeah, but what would the gang say if you showed up at the local Kwik-E-Mart in one of these beauties?

1. **J-Bomb robot (Blast Corps)**
2. **Lamborghini Diablo (Automobili Lamborghini)**
3. **Landmaster tank (Star Fox 64)**
4. **Milk truck (Top Gear Rally)**
5. **Rocket cycles (Extreme-G)**
6. **Russian tank (GoldenEye 007)**
7. **Viper sports car (San Francisco Rush)**
8. **X-29A fighter (AeroFighters Assault)**

K THE CREATIVE CHAOS AWARD

We love a good explosion as much as the next bunch of crazed action/adventure fans, and these are the scenes of inspired mayhem that made us stand up and take notice in 1997. Now you can tell us which one of them lit your fire.

1. **Blowing up the Facility (GoldenEye 007)**
2. **Destroying Tokyo Tower (AeroFighters Assault)**
3. **Saucerer destroying Katina base (Star Fox 64)**
4. **Crashing your car (San Francisco Rush)**
5. **Knocking down buildings (Blast Corps)**
6. **Using the Chronoscepter (Turok)**

Turok: Dinosaur Hunter

AeroFighters Assault

GoldenEye 007

L THE GOLDEN RUMBLE PAK

If a game is designed and programmed to use the Rumble Pak properly, you'll not only be able to see and hear the action on screen, you'll be able to feel it as well. These are the games that registered big on our Richter scale.

1. **Automobili Lamborghini**
2. **Diddy Kong Racing**
3. **GoldenEye 007**
4. **Multi Racing Championship**
5. **San Francisco Rush**
6. **Star Fox 64**
7. **Top Gear Rally**
8. **WCW vs. NWO: World Tour**

GoldenEye 007

WCW vs. NWO: World Tour

N BEST HERO OR HEROINE

This year's nominees for Best Hero or Heroine include such perennial favorites as Mario and Fox McCloud. We can't wait to see how these video game veterans fare against the likes of Pipsy, Turok and a certain British secret agent.

1. **Bomberman (Bomberman 64)**
2. **Boogerman (Clayfighter 63⅓)**
3. **Fox McCloud (Star Fox 64)**
4. **James Bond/007 (GoldenEye 007)**
5. **Marina Liteyears (Mischief Makers)**
6. **Mario (Mario Kart 64)**
7. **Pipsy (Diddy Kong Racing)**
8. **Turok (Turok: Dinosaur Hunter)**

LAP 1/3
TOTAL TIME
LAP TIME
92MPH
20TH
Top Gear Rally

GoldenEye 007

Mace: The Dark Age

NFL Quarterback Club '98

M COOLEST CODE OR TRICK

Whether you're looking for serious game play help or simply a bit of fun, codes can make a bad game tolerable and make a good game even better. Which type of code or trick do you prefer?

1. **The Big Cheat (Turok: Dinosaur Hunter)**
2. **Helmet Car (Top Gear Rally)**
3. **Ned the Janitor (Mace: The Dark Age)**
4. **No Radar (GoldenEye 007)**
5. **Star Quarterbacks (NFL Quarterback Club '98)**
6. **Zap the Zippers (Diddy Kong Racing)**

O WORST VILLAIN

The race for Worst Villain of 1997 also promises to be very close and very interesting. The list of nominees has everything from a mutant cyborg to a two-faced terrorist to an extraterrestrial pig. We won't be taking any bets on this one!

1. **Andross (Star Fox 64)**
2. **The Campaigner (Turok: Dinosaur Hunter)**
3. **Dr. Kiln (Clayfighter 63⅓)**
4. **Janus/006 (GoldenEye 007)**
5. **Korax (Hexen)**
6. **Mother Demon (Doom 64)**
7. **Wizpig (Diddy Kong Racing)**

P COOLEST ITEM OR WEAPON

Will you vote for something cool and sophisticated like the Golden Gun, or would you rather go for the intimidation factor and stuff a quad rocket launcher in your holster? This list of gadgets and weapons would make even Q himself green with envy.

1. **The Flesh Gun (Doom 64)**
2. **Tek Arrows (Turok: Dinosaur Hunter)**
3. **The Golden Gun (GoldenEye 007)**
4. **Quad rocket launcher (Turok: Dinosaur Hunter)**
5. **The Shrinker (Duke Nukem 64)**
6. **Sniper rifle (GoldenEye 007)**
7. **Wraithverge Staff (Hexen)**

Hexen

Clayfighter 63 1/3

Turok: Dinosaur Hunter

GoldenEye 007

Q THE GOLDEN BANDAGE AWARD

Okay, admit it. Sometimes you make little noises to go along with the action on screen. And maybe you'll wince and say, "Oooo!" when someone pulls off a good move or attack. And sometimes, well, you just gotta scream, "Aaaahh-ow-oww! Now THAT was GOOD!"

1. **Boogerman's Flaming Fart Claytality (Clayfighter 63⅓)**
2. **The Executioner's Axe Hook attack (Mace: The Dark Age)**
3. **The Giant's Choke Slam attack (WCW vs. NWO: World Tour)**
4. **The "groin smash" attack (WCW vs. NWO: World Tour)**
5. **Grox's Ragdoll Throw attack (War Gods)**
6. **Head shots (GoldenEye 007)**
7. **Morphix's Spinning Blade attack (Dark Rift)**

R THE MORE ANNOYING THAN THE SPICE GIRLS AWARD

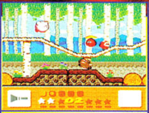
What could possibly have been more annoying in 1997 than the Spice Girls, you ask? Take a look at the list of features and phrases that made us cringe and you tell us.

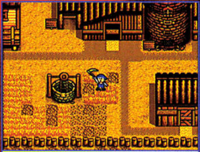
1. **"Fox, get this guy off me!" (Slippy, Star Fox 64)**
2. **"I'm coming in—hot!" (Glenda, AeroFighters Assault)**
3. **"Oh-ow-ow-ow-ow!" (Toad, Mario Kart 64)**
4. **"Try something else!" (dispatcher, Blast Corps)**
5. **Most everything John Madden says (Madden 64)**
6. **Having your car roll over and over and over and over (Top Gear Rally)**
7. **Dennis Rodman always making 3-point shots from the corner (NBA Hangtime)**

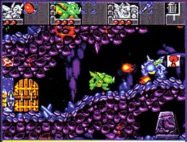
S BEST SUPER NES GAME

Even we were surprised to see the Super NES come back for one more title fight in this year's Nintendo Power Awards. Though the field of competitors was pretty small, we felt it was only right to recognize the best of 1997's 16-bit games. If you haven't taken some of these games for a spin, perhaps you should.

1. **Arkanoid: Doh It Again**
2. **Brunswick World Tournament of Champions**
3. **Harvest Moon**
4. **Kirby's Dream Land III**
5. **The Lost Vikings 2**


Kirby's Dream Land III


Harvest Moon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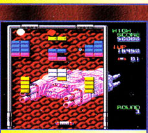
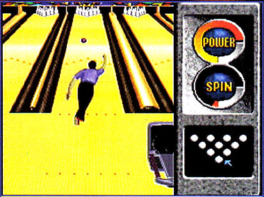


Arkanoid: Doh It Again

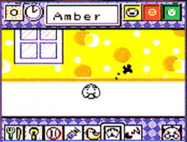


Brunswick World Tournament of Champions

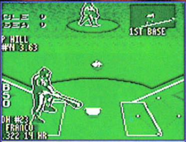
T BEST GAME BOY GAME

The Game Boy continues to amaze everyone with its longevity, thriving far past the time that most video game systems would have ended up in a corner of the closet or used as cannon fodder in backyard war games. Perhaps the continuing sales success of the hardware has something to do with the quality of the software. Though the classic Player's Choice games weren't eligible for nomination, we think you'll like this crop of new titles just fine.

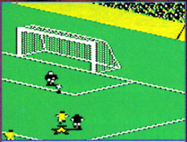
1. **Donkey Kong Land 3**
2. **FIFA Road to the World Cup '98**
3. **Ken Griffey Jr. Presents: Major League Baseball**
4. **Mole Mania**
5. **Tamagotchi**
6. **Tetris Plus**

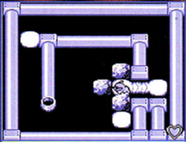


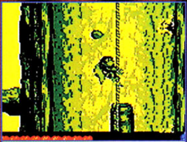
Tamagotchi

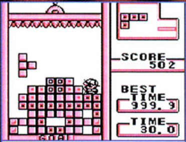


Ken Griffey Jr. Presents: Major League Baseball


FIFA Road to the World Cup '98


Mole Mania


Donkey Kong Land 3



Tetris Plus

U BEST N64 GAME

The N64 has emerged as the premiere video game platform on the market today, due in large part to the strength of its games. If there's any doubt, just check out our list of nominees for Best N64 Game of 1997. Luckily for us, available technology is finally catching up with our fervid imaginations, and if these games are any indication, from here on, the sky's the limit!

1. **Diddy Kong Racing**
2. **FIFA Road to World Cup '98**
3. **GoldenEye 007**
4. **Mario Kart 64**
5. **San Francisco Rush**
6. **Star Fox 64**
7. **Turok: Dinosaur Hunter**
8. **WCW Vs. NWO: World Tour**

San Francisco Rush

Diddy Kong Racing

Star Fox 64

FIFA Road to World Cup '98

Mario Kart 64

Turok: Dinosaur Hunter

WCW Vs. NWO: World Tour

GoldenEye 007

STAND UP AND BE COUNTED!

GRAND PRIZE:

1 Winner

AN N64 SYSTEM
WITH
4 N64 Controllers
4 Controller Paks
4 Rumble Paks
10 N64 Games

2nd Prize:

25 Winners!

This year's category winner of your choice

3rd Prize:

50 Winners!

A Nintendo Power T-Shirt

IF YOU VOTE, YOU CAN WIN BIG!

Official Contest Rules:
No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 106, and the answer to the trivia question on a plain $3\frac{1}{2}$" x 5" card. Mail your entry to this address:

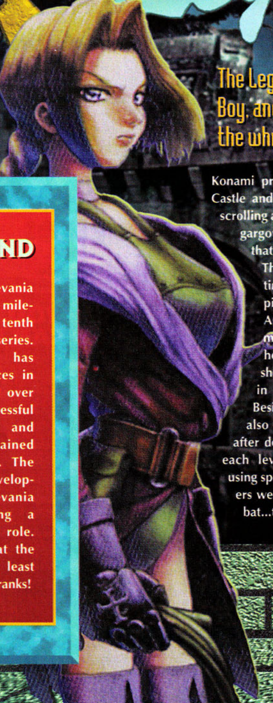
Nintendo Power
Player's Poll Vol. 106
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than April 1, 1998. We are not responsible for lost or misdirected mail. On or about April 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 76:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. Actual games awarded are subject to availability. To receive a list of winners, send your request to the address above after April 31, 1998.

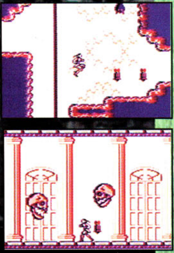
Grand Prize: The Grand Prize Winner will receive an N64 system with four N64 controllers, four Controller Paks, four Rumble Paks, and ten N64 games. The winner must provide a written release to NOA. Estimated value of all prizes is $3,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not valid in Quebec. Not open to employees of NOA, its affiliates, agencies, or their immediate families. This contest is subject to all federal, state, and local laws and regulations.

Castlevania Legends™

The Legend continues, this time on Game Boy, and now a new Belmont is cracking the whip.



Konami presents another creepy sneak inside Dracula's Castle and, as with earlier Castlevania games, the side-scrolling action is full of zombies, gargoyles and other things that go bump in the night. The big news is that, this time, you'll play as vampire-killer Sonia Belmont. Armed with the trademark Belmont whip and her considerable wiles, she's out to drop Dracula in his own dungeon. Besides the whip, you can also gather Soul Weapons after defeating the guardian of each level and upgrade them using special items. You'll have to learn to use your powers well—inside this castle things can quickly go from bat...to worse.



THE LEGEND

The release of Castlevania Legends is quite a milestone, marking the tenth anniversary of the series. While Konami has allowed for advances in graphics and sound over the years, its successful blend of horror and action has remained largely unchanged. The one significant development for Castlevania Legends is having a female in the lead role. It's nice to see that the Belmonts have at least one heroine in their ranks!

©1998 Konami

POWER-UPS

1-Ups

The 1-ups hidden in candles give extra lives, so it's worth the trouble to go out of your way to pick find them. Each level has at least one.

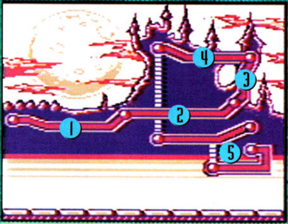
Meat

The drumstick is a life-saving snack. Each level has three or four pieces, and they hit the spot when you're low on life points and need a pick-me-up. Search them out when you need new energy.

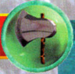
Hearts

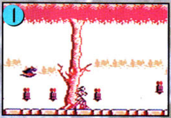
You can find Hearts in almost all the candles you come to. Collecting Heart marks enables you to extend the use of your Soul Weapons. You can continue to build your collection of marks as you progress, but if you're defeated, you'll have to start again from scratch.

STAGES & SPECIAL ITEMS



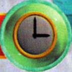
Graveyard

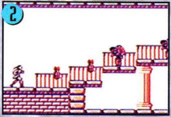




Make your way through the forest and graveyard to the castle, grabbing the Axe along the way.

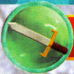
Lower Castle

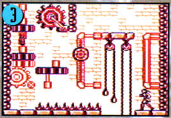




Having entered the castle, you must battle through libraries and dining rooms to climb the tower.

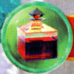
Clock Tower

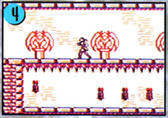




Shinny up chains and over gears to gain the Dagger and access the upper levels.

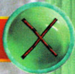
Top Floor

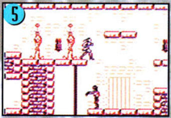




Battle through elegant halls to reach Alucard, Dracula's son, and be sure to pick up Holy Water.

Cathedral

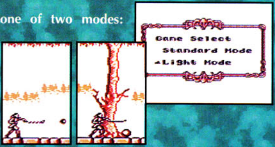




This final level serves up your greatest challenge. You must solve secrets and defeat Dracula.

MODES

You can play Castlevania in one of two modes: Standard or Light. In Standard, you start with a standard leather whip and work your way up, by collecting hearts, to powered-up weapons. In Light mode, you begin with a whip that's already powered-up, so the game is easier. If you want to challenge yourself, opt for Standard mode and earn your upgrades.

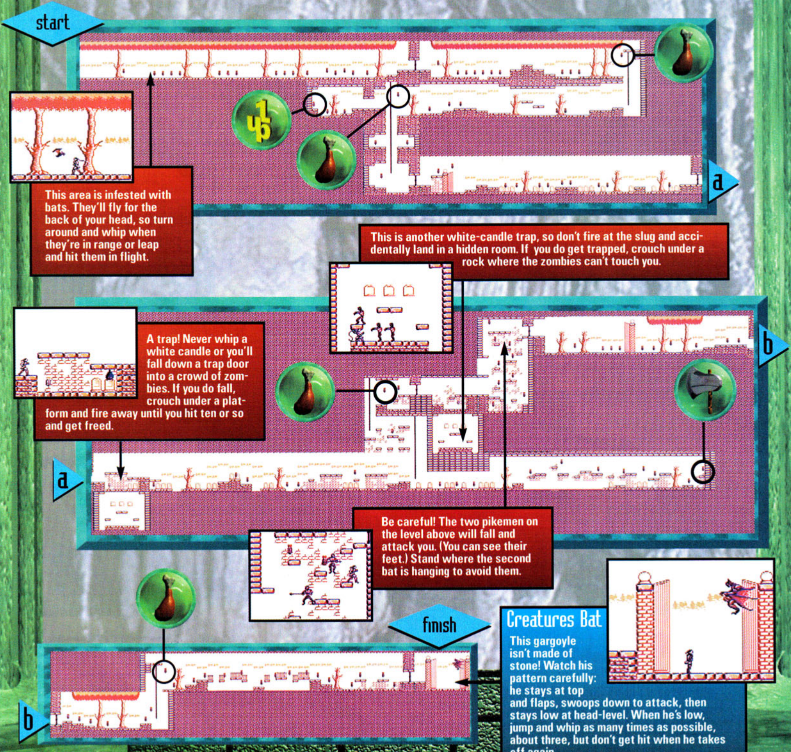


Game Select
Standard Mode
▸Light Mode

OUTSIDE THE CASTLE

Brave the Graveyard

You begin outside, hunting though bat-ridden graveyards and tombs to get to the castle. Make sure you get the Axe before you go on, and keep recharging with pieces of Meat. Try crouching to zap meanies on the ground, and remember that hearts and other items (like Meat) will disappear if you don't grab them in time.



This area is infested with bats. They'll fly for the back of your head, so turn around and whip when they're in range or leap and hit them in flight.

This is another white-candle trap, so don't fire at the slug and accidentally land in a hidden room. If you do get trapped, crouch under a rock where the zombies can't touch you.

A trap! Never whip a white candle or you'll fall down a trap door into a crowd of zombies. If you do fall, crouch under a platform and fire away until you hit ten or so and get freed.

Be careful! The two pikemen on the level above will fall and attack you. (You can see their feet.) Stand where the second bat is hanging to avoid them.

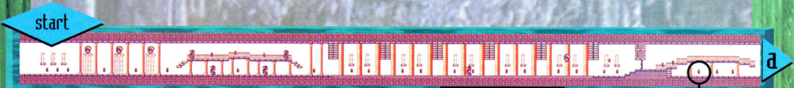
Creatures Bat

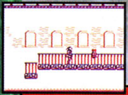
This gargoyle isn't made of stone! Watch his pattern carefully: he stays at top and flaps, swoops down to attack, then stays low at head-level. When he's low, jump and whip as many times as possible, about three, but don't get hit when he takes off again.

INSIDE THE CASTLE

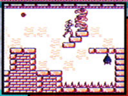
Explore the Corridors

Once you enter the castle, you'll encounter a whole new set of enemies, the strangest of which are the floating skulls. They move only when you face away, so turn your back to bring them within firing range, turn around to stop them, then leap and whip them down. Be sure to pick up the Pocket Watch before you leave this floor of the castle.

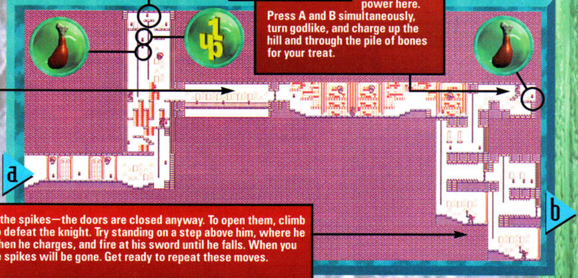




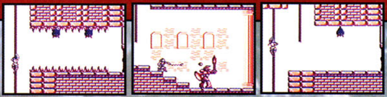
The bridge collapses as you cross it, which won't be a problem as long as you've already picked up the Pocket Watch. The candles here aren't valuable, so cruise across and let the planks fall or carefully grab the candles as you go, making sure to stay ahead as the bridge falls down.

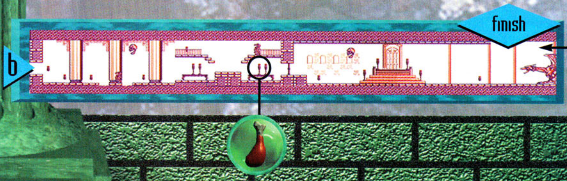


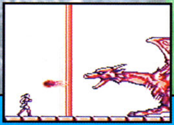
You can't jump to the ledge to get the Meat unless you use your Burning power here. Press A and B simultaneously, turn godlike, and charge up the hill and through the pile of bones for your treat.



Don't try to cross the spikes—the doors are closed anyway. To open them, climb down the ropes to defeat the knight. Try standing on a step above him, where he can't reach you when he charges, and fire at his sword until he falls. When you climb back up, the spikes will be gone. Get ready to repeat these moves.







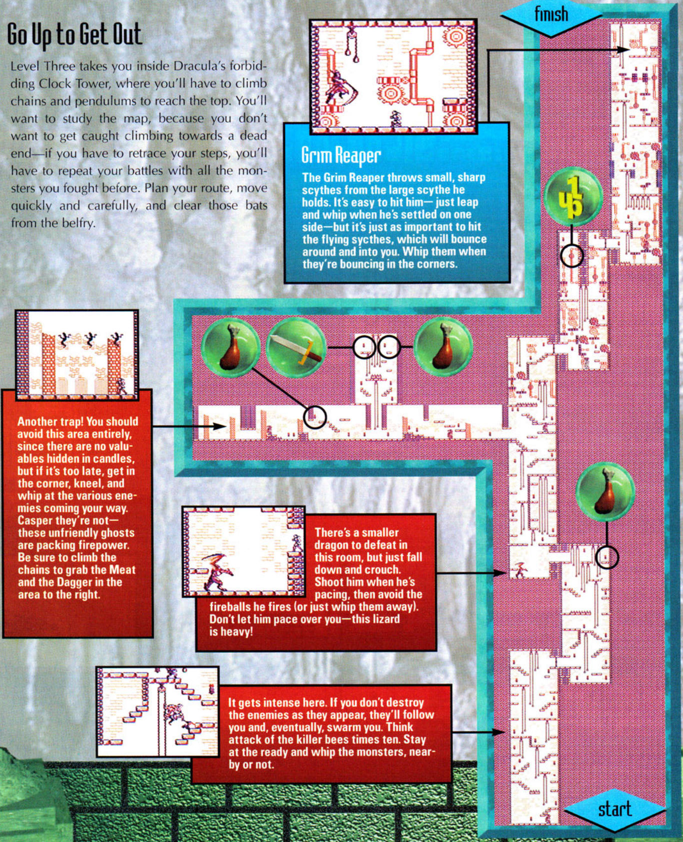
Death Dragon

The Death Dragon is a fiery foe, but his attack follows a predictable pattern. He fires top, middle and bottom, then he leaps and causes blocks to fall. Avoid the blocks and zap his scaliness between his fire attacks. It will take 12 strikes with your whip to bring him down.

THE CLOCK TOWER

Go Up to Get Out

Level Three takes you inside Dracula's forbidding Clock Tower, where you'll have to climb chains and pendulums to reach the top. You'll want to study the map, because you don't want to get caught climbing towards a dead end—if you have to retrace your steps, you'll have to repeat your battles with all the monsters you fought before. Plan your route, move quickly and carefully, and clear those bats from the belfry.



Grim Reaper

The Grim Reaper throws small, sharp scythes from the large scythe he holds. It's easy to hit him—just leap and whip when he's settled on one side—but it's just as important to hit the flying sycthes, which will bounce around and into you. Whip them when they're bouncing in the corners.

Another trap! You should avoid this area entirely, since there are no valuables hidden in candles, but if it's too late, get in the corner, kneel, and whip at the various enemies coming your way. Casper they're not—these unfriendly ghosts are packing firepower. Be sure to climb the chains to grab the Meat and the Dagger in the area to the right.

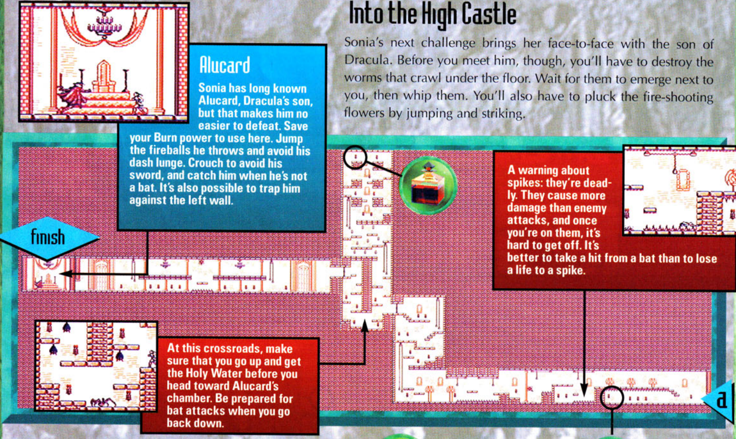
There's a smaller dragon to defeat in this room, but just fall down and crouch. Shoot him when he's pacing, then avoid the fireballs he fires (or just whip them away). Don't let him pace over you—this lizard is heavy!

It gets intense here. If you don't destroy the enemies as they appear, they'll follow you and, eventually, swarm you. Think attack of the killer bees times ten. Stay at the ready and whip the monsters, nearby or not.

THE TOP FLOOR

Into the High Castle

Sonia's next challenge brings her face-to-face with the son of Dracula. Before you meet him, though, you'll have to destroy the worms that crawl under the floor. Wait for them to emerge next to you, then whip them. You'll also have to pluck the fire-shooting flowers by jumping and striking.

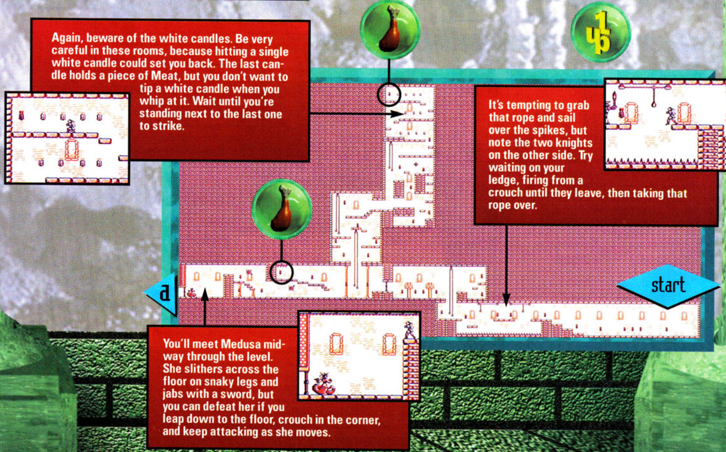


Alucard

Sonia has long known Alucard, Dracula's son, but that makes him no easier to defeat. Save your Burn power to use here. Jump the fireballs he throws and avoid his dash lunge. Crouch to avoid his sword, and catch him when he's not a bat. It's also possible to trap him against the left wall.

A warning about spikes: they're deadly. They cause more damage than enemy attacks, and once you're on them, it's hard to get off. It's better to take a hit from a bat than to lose a life to a spike.

At this crossroads, make sure that you go up and get the Holy Water before you head toward Alucard's chamber. Be prepared for bat attacks when you go back down.



Again, beware of the white candles. Be very careful in these rooms, because hitting a single white candle could set you back. The last candle holds a piece of Meat, but you don't want to tip a white candle when you whip at it. Wait until you're standing next to the last one to strike.

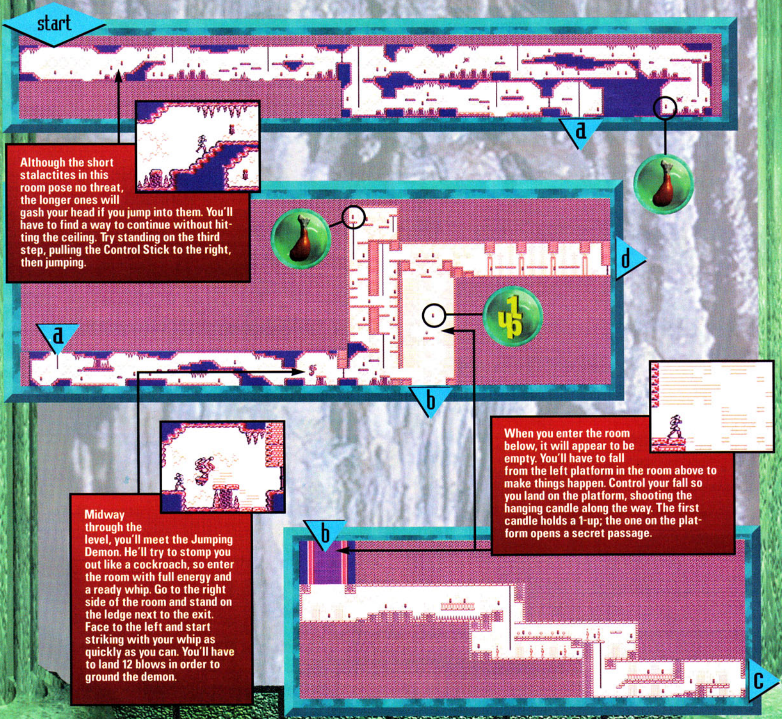
It's tempting to grab that rope and sail over the spikes, but note the two knights on the other side. Try waiting on your ledge, firing from a crouch until they leave, then taking that rope over.

You'll meet Medusa midway through the level. She slithers across the floor on snaky legs and jabs with a sword, but you can defeat her if you leap down to the floor, crouch in the corner, and keep attacking as she moves.

THE CATHEDRAL

Dracula's Secret Passage

Dracula's Cathedral is filled with mysteries of the ages. The large empty room on this level is, at first, puzzling. You'll have to fall into the room from above in order to trip a switch that opens a secret passage. Although you can finish this level without even taking the passage, if you pass it by, you'll miss out on a hidden stage and the Cross.

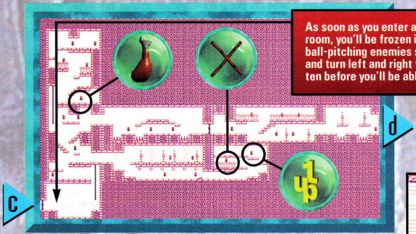


Although the short stalactites in this room pose no threat, the longer ones will gash your head if you jump into them. You'll have to find a way to continue without hitting the ceiling. Try standing on the third step, pulling the Control Stick to the right, then jumping.

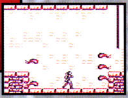
When you enter the room below, it will appear to be empty. You'll have to fall from the left platform in the room above to make things happen. Control your fall so you land on the platform, shooting the hanging candle along the way. The first candle holds a 1-up; the one on the platform opens a secret passage.

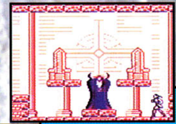
Midway through the level, you'll meet the Jumping Demon. He'll try to stomp you out like a cockroach, so enter the room with full energy and a ready whip. Go to the right side of the room and stand on the ledge next to the exit. Face to the left and start striking with your whip as quickly as you can. You'll have to land 12 blows in order to ground the demon.

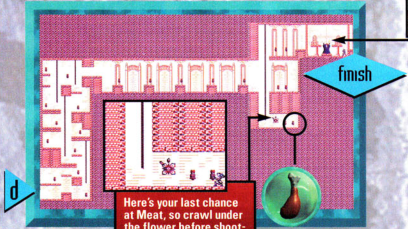
If you don't fall through the floor into the secret passage, you can continue to the right and enter the lower map on this page. If you do go through the secret passage, you'll pass through the top map before ending up in the area shown in the last map section here.



As soon as you enter and walk to the middle of this room, you'll be frozen in your tracks. When the fireball-pitching enemies surround you, stay low. Crouch and turn left and right to attack. You'll have to defeat ten before you'll be able to move on.



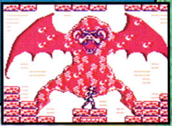




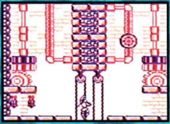
Here's your last chance at Meat, so crawl under the flower before shooting the candle; otherwise, you'll lose it.

Dracula

You'll have to fight Dracula in two forms before he'll give up the ghost. At first, the caped vampire will teleport around the room flinging fireballs. Later, he takes a giant form and sends only his gargoyle-like face flying around, shooting fireballs. This will be a difficult battle, and it will be all the more challenging without a Power Two Whip. Get ready to crack the whip—and cross your vampire-slaying fingers.



DRAC IS BACK



Followers of the Belmont clan will be glad to see the famed vampire hunters back in this new adventure. The game play is classic Castlevania but with a new star, Sonia Belmont. It should hold fans of the legendary series over until Dracula 3-D hits the N64 late this year or early in '99.

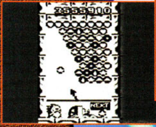
BUST-A-MOVE 2™ ARCADE EDITION

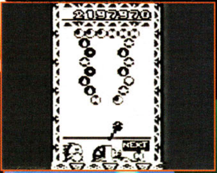
© Taito Corporation 1997. All rights reserved.
™ & ® Acclaim Entertainment, Inc. 1997

Game Boy fans should bubble over with joy with the release of Acclaim's Bust-A-Move 2, a one-player puzzle Pak that proves to be powerful fun. With its fast pace and many modes of play, it's a game that you shouldn't miss!

Burst Your Bubbles

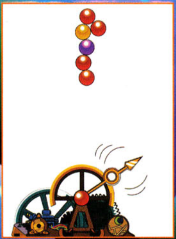
In case you aren't already a fan of Bust-A-Move on the Super NES, here's a brief description of the fun you're in for on the Game Boy: You begin with a screen filled with various bubbles that you'll try to clear by firing matching bubbles from below. If you can connect three or more identical bubbles, they'll burst and disappear from the playing field. Sounds simple, right? Right! You'll be simply overrun with bubbles if you don't devise some clever strategies!

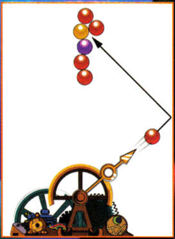




Blowing Bubbles

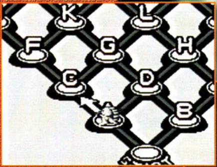
While this game gives you three great modes of play, they all have one goal in common: To bust bubbles as quickly as you can! Most importantly, try to fire your bubbles so they land next to any identical ones already on the screen. You'll often have to angle your shots so they bounce off the wall into the right spots. If you're aiming for a monumental score, try bouncing your bubbles off the walls and hitting any pairs at the top of the screen. This will set off a chain reaction, breaking all the bubbles with a single shot.

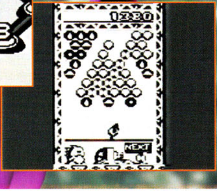




Puzzle Game

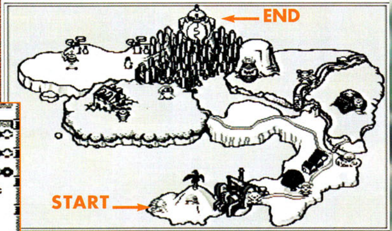
The point of the Puzzle mode is to pick a path across a grid of letters, with each letter representing five to ten rounds of bubble-busting play. No one path is easier than another, but the different levels become more difficult as you move up. The game will come to an end during any round if you get overrun with bubbles, but you can use up to nine credits to keep the game going. Just be sure that you go to the Options screen and pick the maximum number of credits before beginning the game!

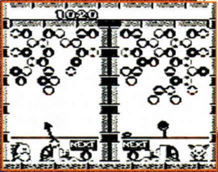




Vs. Computer

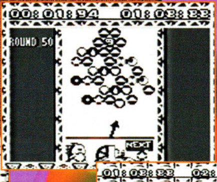
In this mode you're trying to cross an island by besting computer-controlled critters at bubble busting in 13 separate competitions. The real key to beating the computer is to break bubbles as quickly as possible. Every bubble you burst will be added to the computer's field of play, and vice-versa, so even small chains of bubbles can help you bury your opponent.

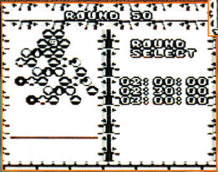


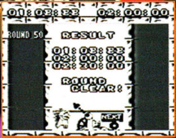

1020
NEXT
NEXT

Time Attack

The Time Attack goal is to clear screens in record times. In some rounds, if you look closely for patterns in the arrangement of bubbles, you should be able to clear the screen with just a few shots. And if you can polish off a round quickly enough, you'll be rewarded with a big bonus! There are 50 screens in all, but you'll get a password after each round so you can take breaks.


00:01:94
01:03:33
ROUND 50
NEXT


ROUND 50
ROUND SELECT
02:00:00
02:30:00
03:00:00


01:03:33
02:00:00
ROUND 50
RESULT
01:03:33
02:00:00
02:30:00
ROUND CLEAR!
NEXT

ARENA

Are you game?

THE CHALLENGES

BAY CITY BLAZING

Send us your best lap times for the SF track or tracks of your choice. If you clock in with one of the top 25 times for any of the Bay City's six courses, you'll enter Arena's winners' circle along with four Power Stamps.

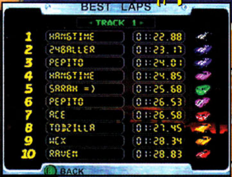
CONQUERING THE CLASSICS

Atari's classics from the '80s have no end. We want to know how high you can go, so send us snapshots of your top scores for the Super NES versions of Asteroids, Battlezone, Centipede, Missile Command, Super Breakout and Tempest.

BIG MONEY

Wheel of Fortune is part luck, part smarts and part...well, fill in the blank. Spin the wheel, give Vanna a run for her money, then send us a photo of your biggest winnings for a single round (one puzzle, not the entire game).

#1



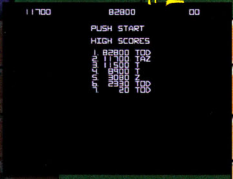
BEST LAPS

TRACK 1

1	HANGTIME	01:22.88
2	24BALLER	01:23.17
3	PEPITO	01:24.01
4	HANGTIME	01:24.85
5	SARAH =)	01:25.68
6	PEPITO	01:26.53
7	ACE	01:26.58
8	TODZILLA	01:27.45
9	WCX	01:28.34
10	RAVEN	01:28.83

SAN FRANCISCO RUSH

#2

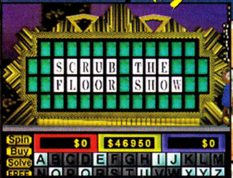


```
11700          82800          00

         PUSH START
         HIGH SCORES
         1. 82800 TOD
         2. 11700 TAZ
         3. 11500 T
         4.  8900 T
         5.  3080 Z
         6.  2330 TOD
         7.    20 TOD
```

ARCADE'S GREATEST HITS: THE ATARI COLLECTION 1

#3



WHEEL OF FORTUNE

HIDE + SEEK

Yoshi's Story comes out this month, but the Do-Drop has escaped from the game and is hiding somewhere in NP. Scour this issue to find the drip.

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Eric Kreitler	Bloomsdale, MO	1,803
Chris Brown	Oak Creek, WI	1,646
Dave Paradise	San Francisco, CA	1,553
Francois Gingras	Thetford-Mines, PQ	1,534
Ryan Wacker	Wenatchee, WA	1,520
Tim Johnson	Andersonville, TN	1,512
John Roberts	Franklin, NJ	1,494

CRUIS'N USA

Best Coast-to-Coast Times (Vol. 102)

Mike Vollmer	Great Bend, NY	18:23.13
David Ramsey	Loogootee, IN	18:34.66
Ely Hsu	Jacksonville, FL	18:35.39
Jonathan Plichta	Milford, MI	18:42.83
Travis Allen	Spokane, WA	18:44.83
Jeff Derrenberger	Fishers, IN	18:52.79
Marty Silbiger	Marietta, GA	18:58.83
David Zermeno	Ventura, CA	19:04.07
Patrick Trembly	Chanute, KS	19:04.69
Michael Yau	Pittsfield, MA	19:05:40
N. Enriquez	South Gate, CA	19:09.53
Larry Marsh	Rio Dell, CA	19:12.52
Ron Beardsley	Lompoc, CA	19:12.92
G. Scharnhorst	Fresno, CA	19:14.56
Michael Wittas	Phoenix, AZ	19:16.33
J. Tirschmann	Manitouwadge, ON	19:20.81

SUPER MARIO 64

152 Coins in Wet-Dry World (Volume 97)

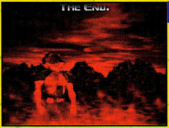
Gabe Becker	Placentia, CA
Kyle Coker	Brentwood, TN
Jordy DeFelice	Houston, TX
Bryan Larson	Three Rivers, CA
Aaron McDaniel	Cabot, AR
John Regan	Walpole, MA
Jimmy Riddle	Washington, NC
Bobby Suknaic	Camphill, PA

QUIZ

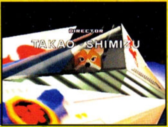
ENDGAME

If you're a real pro, then you've seen your share of game finales. Can you identify what games these end scenes are from? (If you don't want us to ruin the ending, you'd better just skip this part. Otherwise, wait until next month when we'll reveal the answers.)

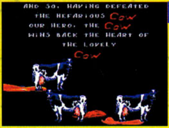
1



2

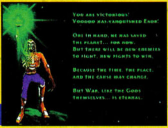


3



AND SO, HAVING DEFEATED
THE NEFARIOUS COW
OUR HERO, THE COW
WINS BACK THE HEART OF
THE LOVELY
COW

4



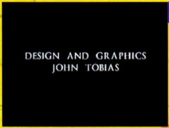
You are victorious!
Voodoo has vanquished Exor!

Ore in hand, he has saved
the planet... for now.
But there will be new enemies
to fight, new fights to win.

Because the time, the place,
and the cause may change.

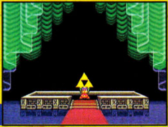
But War, like the Gods
themselves... is eternal.

5



DESIGN AND GRAPHICS
JOHN TOBIAS

6



TRY THIS!

BEAT THE PROS

Nintendo's game testers play games for a living, and their lightning fast times for Diddy Kong Racing show that they're doing their job pretty darned well. See how you measure up by comparing your times with our pros' personal bests:

Ancient Lake	0:45.91
Boulder Canyon	1:38.25
Darkmoon Caverns	2:03.85
Greenwood Village	1:31.50
Haunted Woods	0:57.00
Spacedust Alley	1:50.26
Spaceport Alpha	1:54.36
Star City	1:39.68
Windmill Plains	1:55.41

Can you finish Donkey Kong Country 3 without using Dixie's Helicopter Spin?
—A Twisted Challenge from Keith Courville of Jeanerette, LA

In MK Mythologies, can you beat the Bridge of Immortality without using any special moves?
—A Twisted Challenge from Matt Meo of Brandon, FL

Matthew Thatcher	Guelph, ON
Christian Yang	Moraga, CA

WAVE RACE 64

Best Times for Sunset Bay (Vol. 102)

Tommy Yoder	Ridgely, WV	1:04.573
Justin Zabel	Newark, DE	1:04.722
Mark Thompson	Marysville, MI	1:05.523
Nik Meeks	Signal Mountain, TN	1:06.219
Francois Belisle	Pierrefonds, PQ	1:06.667
Matthew McHann	Oklahoma City, OK	1:06.786
Travis Allen	Spokane, WA	1:07.154
Bill McDonnel	Destrehan, LA	1:07.372
Kan Zhu	Tempe, AZ	1:08.366
Michael Olmstead	Westville, NS	1:08.658
Mike Bogle	Sherwood, OR	1:08.963
Ron Beardsley	Lompoc, CA	1:08.966
Bill Border	S.W. Masillon, OH	1:08.979
Nathanael Brown	Fairport, NY	1:09.624
Patrick Howard	Sinking Spring, CA	1:09.770
Brendan Sweeney	Shaver Lake, CA	1:09.809

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP (for a complete list of qualifiers, surf to www.nintendo.com).

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights and then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than April 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWER TO VOLUME 105

SHADOW PLAY:
Ebisumaru from Mystical Ninja Starring Goemon, pg. 41

This month's Quiz, Try This!, and Hide & Seek are all just for fun this time, so you don't need to send in your guesses or photos—we'll be printing the answers here next month.

Your Power Guide To The Latest Releases
March 1998
Nintendo
NOW PLAYING
Game Boy
N64
Super NES

1080° SNOWBOARDING

- Nintendo/96 Megabits
- 1 or 2 players simultaneous play
- Controller and Rumble Pak compatible
- 6 courses, 5 boarders, 6 modes

Extreme fun on the extreme machine.

GRAPHICS From blizzards to dazzling sunlight, 1080° Snowboarding creates a mountain environment so real that you could freeze your tail off. The character animation looks cool, too. Some of the effects, such as wake powder blowing back at the screen, are almost enough to make you feel as if you're on the slopes.

PLAY CONTROL Probably the most impressive part of the game is the realistic play control. Like Wave Race 64, 1080° Snowboarding recreates the feeling of its sport to an amazing degree. The stunt control system is also similar to the one in Wave Race 64.

GAME DESIGN 1080° is pretty much a racing game with a stunt mode thrown in. The courses are varied enough to keep players hunting for the perfect line down the mountain or shortcuts.

SATISFACTION Whether you like freeriding or going for Phat Air, you're going to have fun in 1080°. We would have liked more courses and a greater variety of runs, but, of course, we're never satisfied.

SOUND The sound effects of boards sliding, scraping and swooshing over the course add a lot to the reality. A Gen X sound track sets the tone.

COMMENTS Scott: *This is the only way I'll ever nail a 720° Air without breaking my back.* Henry: *The snowboard feeling is excellent, and the tricks add depth.* Dan: *Graphics. This game is sick, dude!*

SCORES

A-7.5

H-8.1

M-10

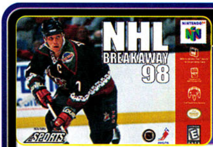
P-8.7

T-7.9

8.5

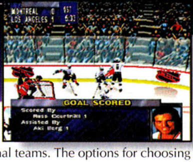
OVERALL RATING

GRAPHICS=9.0 PLAY CONTROL=8.8 GAME DESIGN=8.2 SATISFACTION=8.3 SOUND=8.1

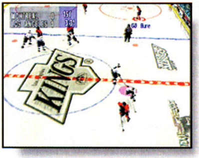


NHL BREAKAWAY '98

- Acclaim/96 Megabits
- 1 to 4 players simultaneous play
- Controller and Rumble Pak compatible
- NHL and NHLPA licenses
- 6 modes



Break away for a change of pace on the N64 ice.



GRAPHICS The close-up camera angles look great, but they don't provide a good playing perspective. For that, you must use the higher camera positions. Unfortunately, you lose detail while gaining a wide field of view. All the graphics look better than the PSX version.

PLAY CONTROL Response times for passing, shooting, checking and other moves are good, but the actions don't feel particularly realistic. Fighting is awkward.

GAME DESIGN NHL Breakaway has it all–exhibitions, four-player action, arcade mode, seasons, playoffs, Rumble Pak compatibility–even international teams. The options for choosing such things as offensive strategies and manual line switching are great for hockey fans.

SATISFACTION This game provides a very solid simulation experience and several options that are superior to the options in the Gretzky games. The action on the ice, although more realistic in some ways, may not have quite the electricity of Gretzky, with its emphasis on fast, arcade action and high scoring.

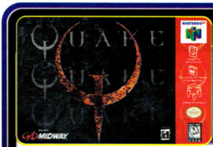
SOUND The limited use of the announcer doesn't add much, but the sound effects are good if you crank the volume.

COMMENTS Scott: *Hiring coaches and sending players to the hospital? It's almost a hockey RPG.* Henry: *Tons of features.*

SCORES
H-7.9
M-8.4
SP-6.9
S-7.8
T-7.6

7.6
OVERALL RATING

GRAPHICS=**7.8** PLAY CONTROL=**7.3** GAME DESIGN=**7.3** SATISFACTION=**7.8** SOUND=**7.5**

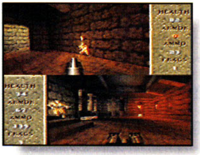


QUAKE 64

- Midway/96 Megabits
- 1 or 2 players simultaneous play
- Controller Pak compatible
- Passwords
- 26 stages

A monster PC hit explodes on the N64 scene.

GRAPHICS Good environments, ugly monsters. That about sums it up. The use of 3-D monsters was one of the big innovations when the PC version of Quake came out. Things have come along way since then, but you wouldn't know it from looking at the monsters in Quake 64. The environments are another story, especially the play of light and shadow. It really sets the mood.



PLAY CONTROL Quick movement and the ability to jump make for a more varied experience than most 3-D shooters offer. You can use cross-hairs and even choose a reverse Control Stick option.

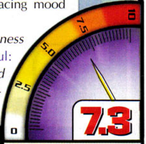
GAME DESIGN The N64 version of Quake is fairly faithful to the PC game. This is a 3-D shooter with tons of guns and monsters running amok. The multiplayer option gives players a sense of PC network Death Matches, although on a limited scale.

SATISFACTION The one-player game is intense and challenging with some some cool stages. The multiplayer option was somewhat disappointing.

SOUND Although the original sound track has been changed, the new N64 soundtrack of menacing mood music is perfectly suited to the game.

COMMENTS Henry: *Between the darkness and low frame rate, I need some aspirin.* Paul: *If you haven't gotten sick of Doom and Hexen, this is worth a look.* Dan: *The multiplayer mode is limited, but fun.*

SCORES
D-7.3
H-6.1
M-8.4
S-9.2
T-5.9



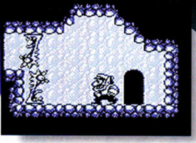
7.3
OVERALL RATING

GRAPHICS=**7.5** PLAY CONTROL=**7.8** GAME DESIGN=**7.0** SATISFACTION=**6.9** SOUND=**7.5**

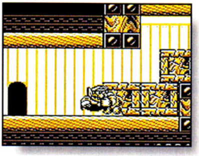
GAME BOY
WARIOLAND II

WARIO LAND II

- Nintendo/8 Megabits
- 1 player
- Battery-backed memory
- 52 stages



Wario's new adventure goes where no game has gone before.



GRAPHICS Some of the best graphics ever for a Game Boy title give Wario Land II richness and variety. The various special forms that Wario takes on work on several levels. The special forms are comic and they can be a strategic clue to getting through a stage. Nintendo made good use of the Super Game Boy by giving WL II good color palettes and a fun border.

PLAY CONTROL Control is top notch, but as Wario changes form, the controls can change, as well.

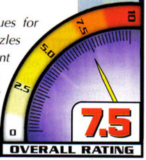
GAME DESIGN The "no-die" design means you never have to start over at the beginning of the game. The use of special forms adds variety and puzzle-solving to the mix. Stages are laid out to maximize variety and interest.

SATISFACTION In the tradition of previous Mario and Wario games, it's fun, funny and challenging. What more is there?

SOUND The music is slightly twisted, comical and perfectly suited to the likes of Wario. Although discordant, it works.

COMMENTS Scott: *Some of the techniques for fighting bosses are very creative, and the puzzles are often mind-bending.* Terry: *The different routes in the game increase the replay value.* Marty: *It's a Mario game.* Paul: *If you like side-scrollers, you've nothing to lose.*

SCORES
J-7.6
M-7.3
SP-7.7
S-8.2
T-7.1



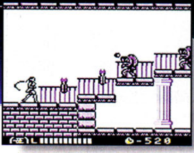
7.5
OVERALL RATING

GRAPHICS=7.8 PLAY CONTROL=7.3 GAME DESIGN=7.7 SATISFACTION=7.7 SOUND=6.7

GAME BOY
Castlevania Legends
KONAMI

CASTLEVANIA LEGENDS

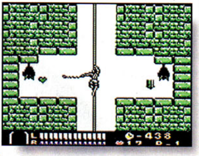
- Konami/2 Megabits
- 1 player
- Passwords
- 5 levels
- 2 modes



Transylvanian terror has never been better.

GRAPHICS Konami did an excellent job of recreating the classic Castlevania look one more time. The SGB enhanced border is a nice castle wall. Castlevania veterans will recognize many enemies they've met before, but there are surprises, as well.

PLAY CONTROL Whipping, jumping and throwing the occasional Soul Weapon are all activities you expect from Castlevania. Don't expect much more. Jumping provides the most excitement, since you can't miss by so much as a pixel without tumbling to your doom.



GAME DESIGN Something new did work its way into the design of Legends, and it's a great addition. The Light Mode equips your female vampire hunter with a chain whip and fireballs right from the start, and you never lose it. After that, expect five levels filled with ghouls, bosses, sub-bosses and traps.

SATISFACTION Konami knows this series inside and out, and in Castlevania Legends, it pushes all the right buttons. With the new Light Mode, anybody should be able to reach the end. Even so, you'll have many hours of bat-slapping fun.

SOUND Most of the stage themes have the right dark edge to them and none of it is annoying.

COMMENTS Scott: *It's like an old friend you haven't seen for ages.* Sonja: *Too easy.*

SCORES
P-6.2
M-6.2
SP-7.0
S-6.6
T-5.4

6.4
OVERALL RATING

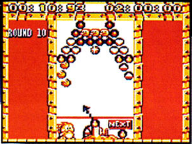
GRAPHICS=6.4 PLAY CONTROL=5.8 GAME DESIGN=6.8 SATISFACTION=6.4 SOUND=6.0

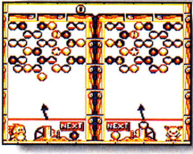
GAME BOY
BUST-A-MOVE
ARCADE 2 EDITION
Acclaim

BUST-A-MOVE 2

- Acclaim/1 Megabit
- 1 player
- Passwords
- 3 modes of play
- 100 puzzle levels

EVERYONE E ESRB





Game Boy

SCORES

A-5.4
M-7.9
P-7.7
SP-6.7
S-7.5

Bust your brain with this puzzler from Acclaim.

GRAPHICS Although the graphics are fairly simple, Bust-A-Move 2 looks good and, what's more important, you can aim shots with precision. In some matches, you'll get an aiming cursor that shows how a marble bounces off the wall.

PLAY CONTROL In Bust-A-Move 2, the most critical part of the game is being able to aim the shooter/arrow with precision. In the Puzzle or Time Attack modes, with their wider windows on the action, that's easy. In the Vs. Computer mode's narrower window, aiming can be tricky.

GAME DESIGN BAM 2 includes everything you would expect except for a two-player option. The Puzzle mode and Vs. Computer match provide good variety, but the Time Attack mode seems too similar to the Puzzle game.

SATISFACTION Probe created this Taito-licensed game for Acclaim and it lost nothing in the migration. As a Super NES game, and an arcade title, BAM was totally captivating. It still is on Game Boy. Puzzle fans should love it.

SOUND Fairly simple music and sound effects are well-suited to the game but not memorable.

COMMENTS Terry: *Must... stop... playing. Can't... reach... power switch.* Armond: *I'm sorry, but after playing this game, I felt as if I needed to "Bust Outa Here."* Paul: *It's tough to tell the little pieces apart.*

OVERALL RATING

GRAPHICS=**6.2** PLAY CONTROL=**7.0** GAME DESIGN=**7.3** SATISFACTION=**7.5** SOUND=**6.5**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND–Fighting, RPGs, Adventures
DAN–Action, Adventures, Sports
ERICH–Sports, RPGs, Adventures
HENRY–Fighting, Action, Sports
JASON–Adventures, Action, Puzzles
MARTY–Sports, Action, Adventures
PAUL–Fighting, Sports, Simulations
SCOTT–Sports, Simulations, Adventures
SONJA–Puzzles, RPGs, Fighting
TERRY–RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%
GRAPHICS: 20%
SATISFACTION: 25%
PLAY CONTROL: 20%
SOUND: 10%

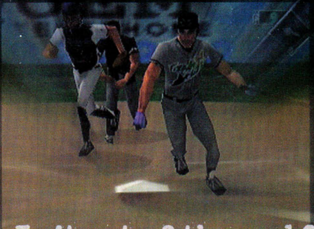
AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR **Games that were released prior to the commencement of the ratings system are designated NR.**

E **All Ages**
EC **Early Childhood**
T **Teen (13+)**
M **Mature (17+)**
AO **Adult (18+)**

All-Star Baseball '98



Is it out of the park?

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

RECKIN' BALLS

What's up with Iguana?

BIO FREAKS

Gorgeous but gory.

TUROK 2

Exclusive screen shots!

ZELDA 64

More secret pics.

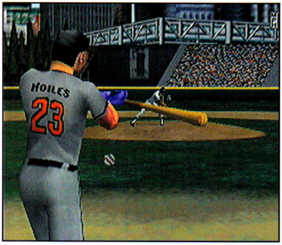
N64 CAPTURES VIDEO GAMES SALES LEAD IN NORTH AMERICA

At the end of 1997, Acclaim celebrated a return to the black with a 70% increase in income, due in major part to excellent holiday sales of Turok, NFL QB Club and Extreme-G. That's just one success story in many for the N64—the system that has become the home of the mega hits. According to the industry TRSTS reports based on software sales at major retailers, the year's top five titles were all from Nintendo: Mario Kart 64, Star Fox 64, Super Mario 64, DKR, and GoldenEye 007. Other N64 games to make the top 20 included Turok: Dinosaur Hunter, Star Wars: Shadows of the Empire, Wave Race 64, Cruis'n USA, NFL Quarterback Club '98 and Madden 64. Peter Main, Nintendo of America's senior vice president of marketing, summed it up in a recent speech: "In a business where traditionally only one of every 200 or 300 game releases ever achieves million seller status, nine Nintendo 64 games sold in excess of a million in 1997 alone." And that number of million unit titles could soon be ten with WCW Vs. NWO: World Tour already passing the 800,000 mark. Industry forecasters suggest that even more games will be sold this year. With titles like Zelda 64, Banjo-Kazooie, Turok 2, F-Zero X, and NBA Courtside, plus more titles from Nintendo, Rare, Acclaim, Konami and Midway ready to explode on the scene, 1998 sales could shatter all records.

> "...nine Nintendo 64 games sold in excess of a million in 1997 alone."
>
> -Peter Main

ACCLAIM ALL-STARS GUNNING FOR GRIFFEY

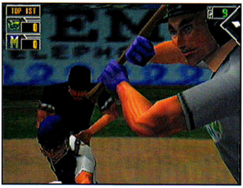
Acclaim's All-Star Baseball '98 in development at Iguana Entertainment may set a new standard for realistic sports simulations. Recently, Acclaim stopped by our Pak Watch offices to show off a demo of the game. The crispness of the hi-res characters was reminiscent of NFL QB Club, which was also a creation of Iguana Entertainment. But whereas QB Club used the Turok engine for animation, All-Star Baseball has a newly designed sports engine that will undoubtedly power many of Acclaim's future sports titles.



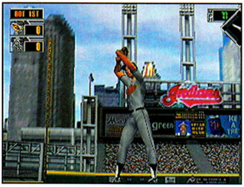
Lighting, especially in outdoors night games like the one depicted in this shot at Wrigley Field, shows the attention to lifelike detail given by Iguana.

Major league animation

The lifelike animation has to be seen to be believed, much like the televised look of FIFA: Road to the World Cup '98. But this is baseball with its huge range of motions—diving, sliding, swinging bats, throwing pitches, spitting, scratching and thumping dirt off of spikes with the end of the bat. And all of these motions look amazingly real. With 50,000 frames of animation for 1,000 different motions, it should look good. That includes 100 individual batting stances.



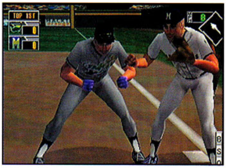
Faces of top MLB stars will appear on their characters in the game.

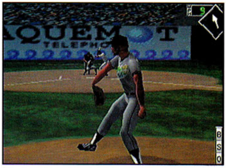


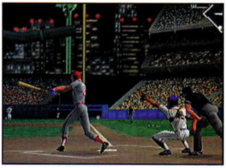
The arcade pitcher control will let you move the ball during the pitch. Simulation control will let you choose one of the pitcher's actual pitches.

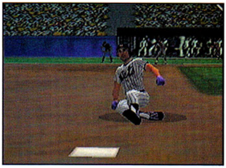
Let's play ball!

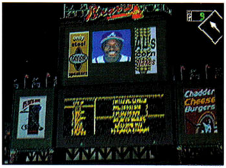
This game is more than just an all-star for its graphics. Iguana is including some very cool options, such as one- to four-player simultaneous play modes, minor league farm rosters from which you can "call up" top prospects, create-a-player options, multiple-camera perspectives, spring training mode, an arcade pitching option and a sim pitching option, trades, realistic stadiums, and more. Although Acclaim plans to release the title in April, we think a May or even June release may be a little more realistic. The big question is how All-Star Baseball '98 will stack up to Nintendo's MLB Featuring Ken Griffey Jr. Unfortunately, we can't answer that until we play a finished version of All-Star. We can say that Junior may not have the only winning ticket in town.











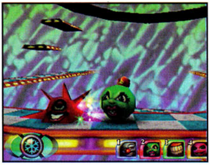
Baseball been very very good to me...

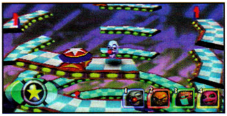
Pak Play

Hands-on previews of upcoming games.

VERTICAL ACTION

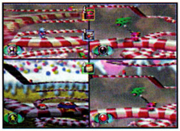
RACIN' WITH RECKIN' BALLS

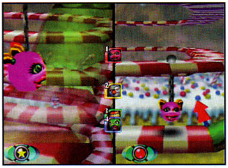




So what in the world is vertical racing? Acclaim's answer is a one- to four-player game tentatively called Reckin' Balls in development at Iguana Entertainment. "It's sort of like Mario Kart 64 with springs," explains Mike Myers of Acclaim. The balls in Reckin' Balls are animated characters with funny faces that must bounce, roll and grapple their way to the top of multilevel towers. The towers are the race tracks.

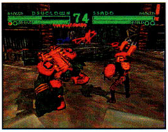
A race to the top

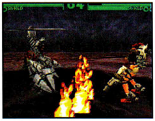




The game plays out with the balls racing along the tracks until they are directly below an upper level track. Then they bounce or pull themselves up to that level. Enemies may get in the way, and balls can pick up items to use against their opponents. They must also contend with traps and tricky devices that blast the balls up to higher levels. Once they reach the top of the tower, the balls are carried back to the bottom where they start it all over again for another two laps. With 100 levels, eight characters, and Rumble Pak compatibility, Acclaim plans on packing Reckin' Balls into a 128 megabit Game Pak and having it out the door by this May.

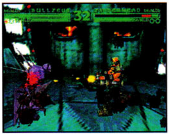
IS BIO FREAKS TOO BLOODY?





When is too much too much? That question may be on some people's minds when they see Bio Freaks from Midway. The developers at Saffire have gone to great lengths to make this game look cool. The arenas have a menacing air, the characters range from a Lara Croft look-alike to a hulking man-machine monster. All of them are armed with heavy duty weapons, lots of flashy fighting moves and jet packs, so they can take the fight to a vertical dimension.

Wipe off that screen

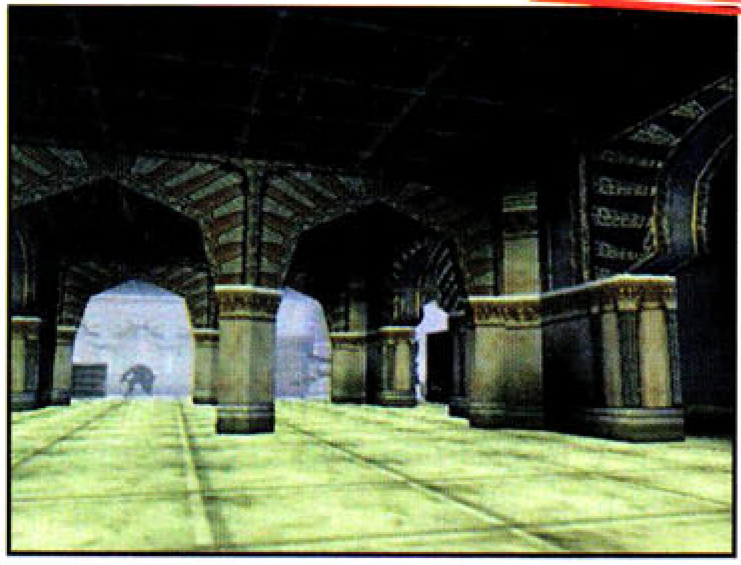


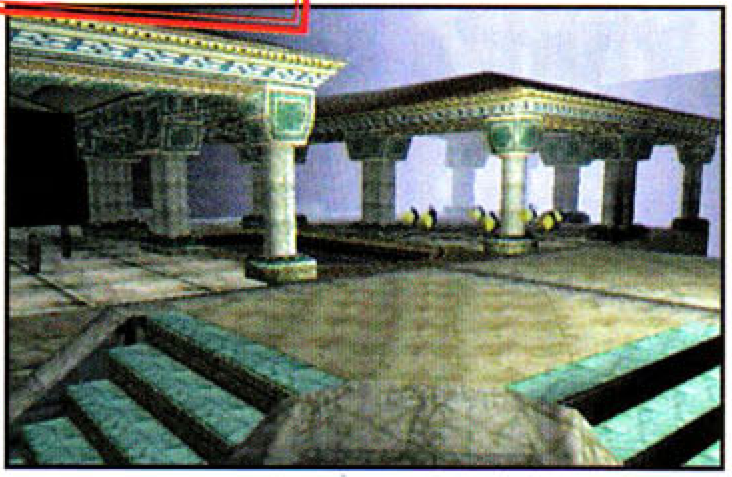
But what a lot of people will focus on is the spattered blood that seems to hit the inside of the television screen, or the fact that characters can lose an arm and keep on fighting and spurting. In defense of Midway, the excesses in Bio Freaks came about after focus groups of gamers called for more gore. They got it, but Midway plans to give players options to turn off the fountain. Even cleaned up, Bio Freaks will have a lot to offer rabid fans. Players will have to avoid arena hazards such as giant rollers or a moat of bubbling acid. The eight main fighting characters and two bosses feature 25 to 30 moves apiece and two types of shielding. Even if you object to graphic violence, the variety of Bio Freaks will be hard to resist.

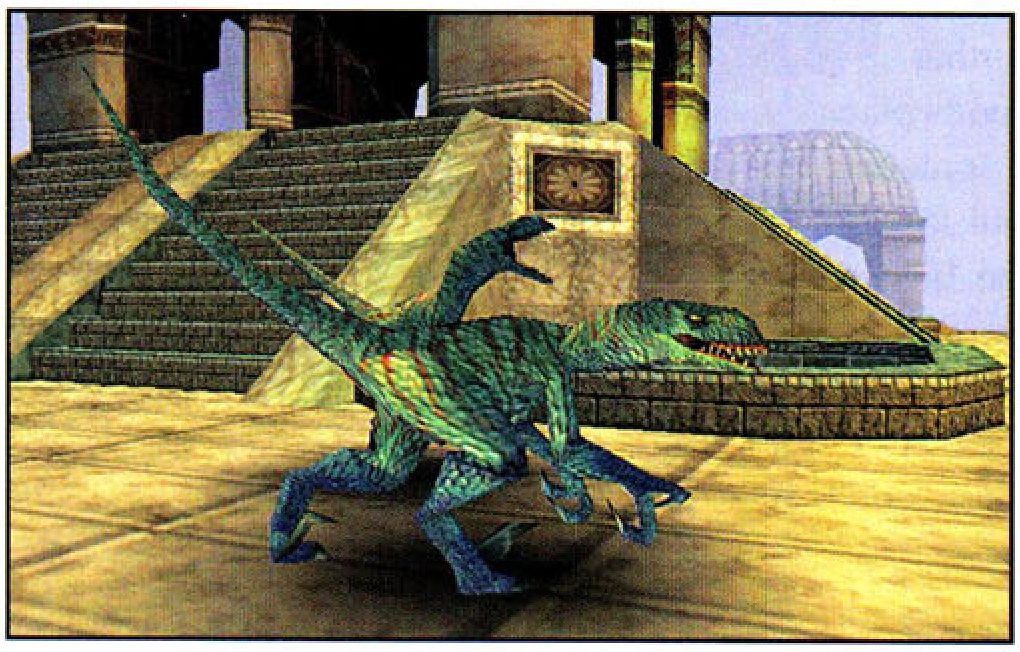
TUROK 2

First Screens

Pak Watch is proud to present the first-ever published screen shots of Turok 2 for the N64. Acclaim provided these screen shots exclusively for our readers, knowing full well that Nintendo Power readers are the biggest Turok fans in the known universe. The images are of one city in the upcoming sequel, and they demonstrate the ultra-realistic level of detail that the game will feature. Enjoy the great shots.

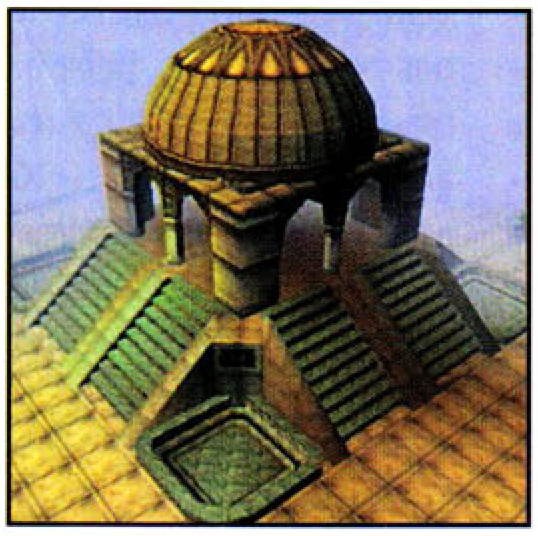


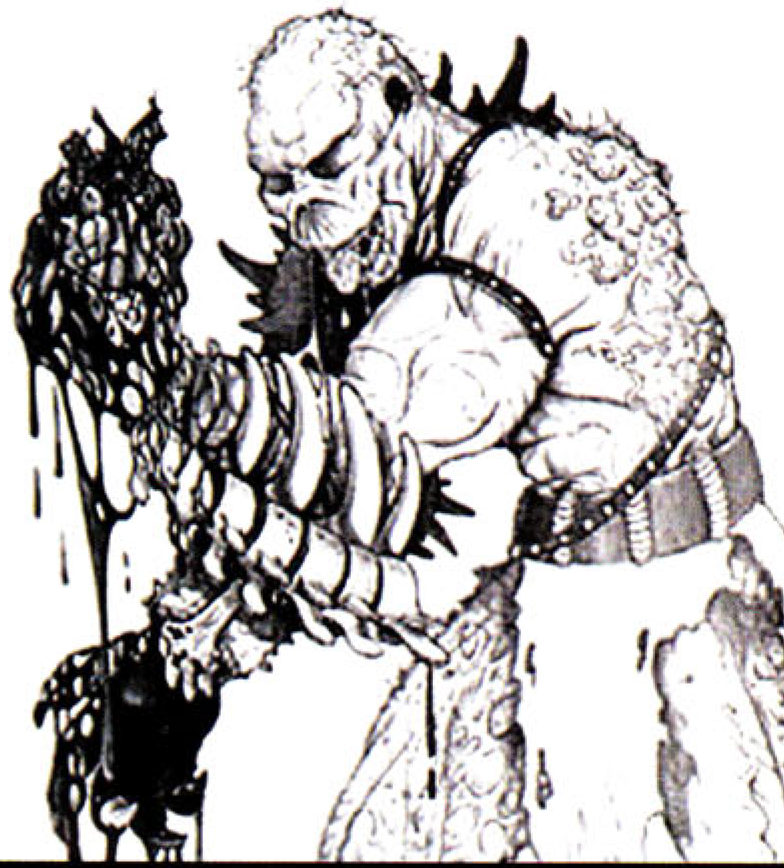




The Raptors, and all the inhabitants of Turok 2, have been smooth skinned to eliminate the sharp polygon edges seen in the original.

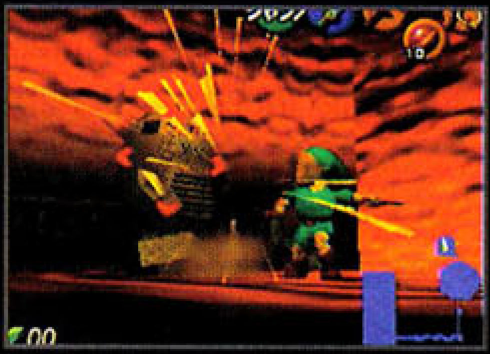
Each city and area in Turok 2 will have its own architectural style. This Moorish temple isn't the work of the lumbering Pur-lin.



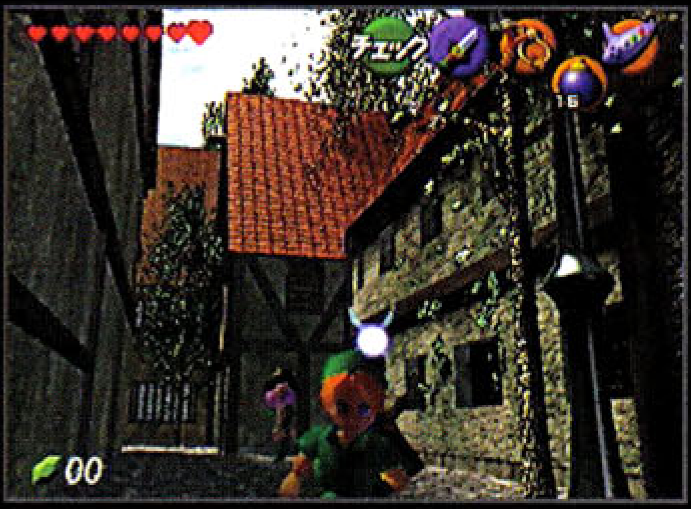


WHAT'S AN OCARINA?

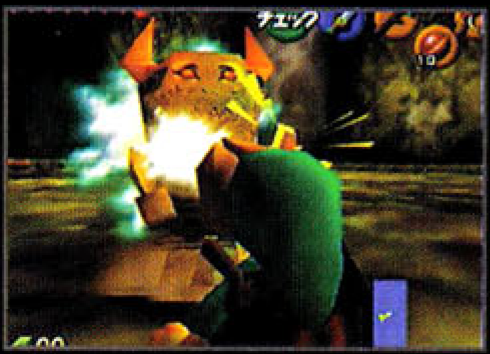
The tentative sub-title for Zelda 64 is Ocarina of Time. An Ocarina, for those of you into musical minutia, is a small, roundish type of flute. In the case of Zelda 64, the Ocarina is a magical instrument, as well. The price of getting the Ocarina is three spiritual stones that Link must find along the way. In other Zelda 64 related news, it has been decided that the Game Pak itself will be gold just like the first NES Legend of Zelda. Although an official date hasn't been announced, Nintendo chairman Howard Lincoln says it will definitely be out some time in the second half of 1998. In the meantime, we have more exclusive shots from EAD.



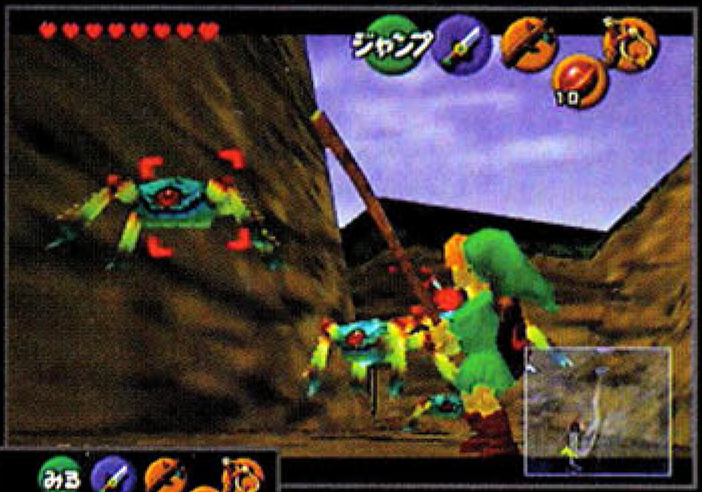
Link turns away from Amos, then spins and strikes the monster hard. It's the final blow for this armored foe.



The town is one of the most realistic spaces ever created for a video game. Link has complete freedom of motion here.

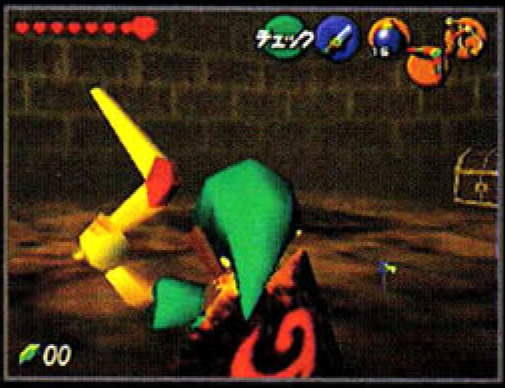


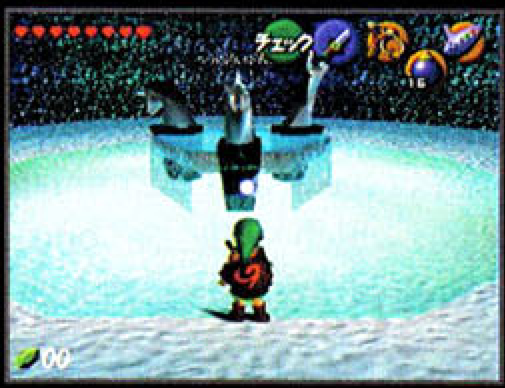
Even a powerful shot isn't enough to defeat strong enemies like Amos. You need a plan of attack.

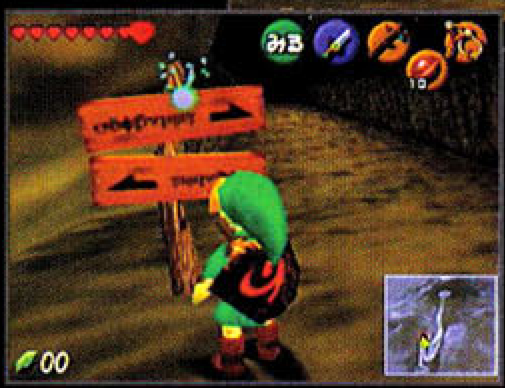


Remember the Tektites from the original Zelda? Well, they're back, and hopping mad.

Link seems to be able to do just about everything, from throwing a boomerang to reading road signs to Mt. Goron. The statues in the middle will come alive.







Pak Peeks

What's breaking in the world of games.

Everything but a virtual airbag

Interact's V3 Racing Wheel controller is well on its way to becoming the first officially licensed steering wheel and pedal combo for the N64. When the most recent version of the V3 arrived at NOA for testing, we snagged the unit for a test drive on just about every racer currently released for the N64. The wheel itself plugs into the first controller slot on the N64, then the pedal unit with accelerator and brake pedals plugs into the wheel console. To keep the wheel in place, the unit has a leg brace feature that sits under the driver's thighs. You can adjust height and angle for comfort and there's even a programming feature. The analog wheel has 300 degrees of rotation and all the buttons that you'd find on a regular N64 controller. It's self-centering, and it has a slot for a Controller Pak. Once we got out on the road, we discovered that not all racers handled the same with a wheel. Our exacting but unscientific tests revealed that San Francisco Rush, Automobili Lamborghini, MRC, F-1 Pole Position and DKR all handled pretty well with the V3. Rush was particularly cool although we missed the Rumble Pak. On Mario Kart 64, performing power slides was difficult. Top Gear Rally also proved to be twitchy with the V3. Interact has announced a suggested retail price of $69.99 for the unit, which they hope to release sometime in the next several months. If nothing else, the V3 will certainly bring new life to all your old racers.

More FIFA?

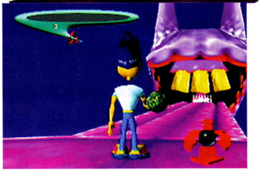
This May, expect a new version of FIFA for the N64. Entitled FIFA: World Cup '98, the new game should be as stunning as FIFA: Road to the World Cup '98 and include small improvements. The big difference is that you won't be on the road any more. Further down a different road, EA Sports plans on publishing NBA Live '99 sometime this year. We don't expect it until fall, but EA has surprised us before. The biggest surprise from Electronic Arts, however, was an announcement that THQ will sub-license and publish two EA titles for the N64. Both games, Road Rash and Nuclear Strike, are scheduled for release next year.

No rest for Konami

The latest news is that a Game Boy version of International Super Star Soccer will be coming out this summer along with a second N64 version of the excellent soccer game. In Japan, Konami has been putting together classic collections of Game Boy titles, and the U.S. subsidiary is considering doing the same thing in North America. The Nagaya KCE division of Konami is said to be a hotbed of Game Boy development, so don't be surprised to hear about more titles due for release later in the year.

Bowled over by Milo

Milo's Bowl-o-Rama from Crave Entertainment is still a long way from completion, but Crave recently sent us an early, playable demo to give us a sense of what the game is like. Graphically, it was pretty wild. Milo and his bowling buddies look like they've been away from earth for awhile. The idea is to create a cartoonish, 3-D, out-of-this-world look to the game. The controls at this stage mimic the actual steps you take in bowling, using the Control Stick to take steps and release the ball. We didn't see any of the miniature golf type alleys, which will be one of the unique points of the game. Player One is developing the game for Crave, and the plans are to release it in the fall of '98.

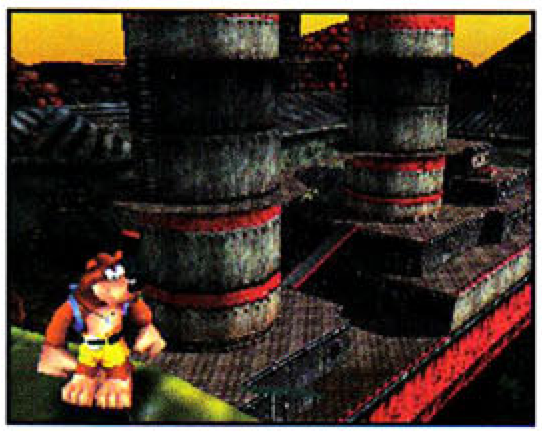


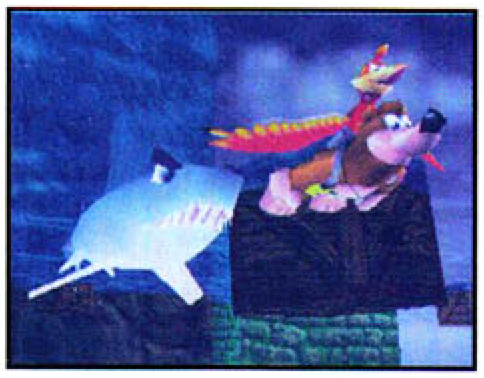
There's always more on the N64

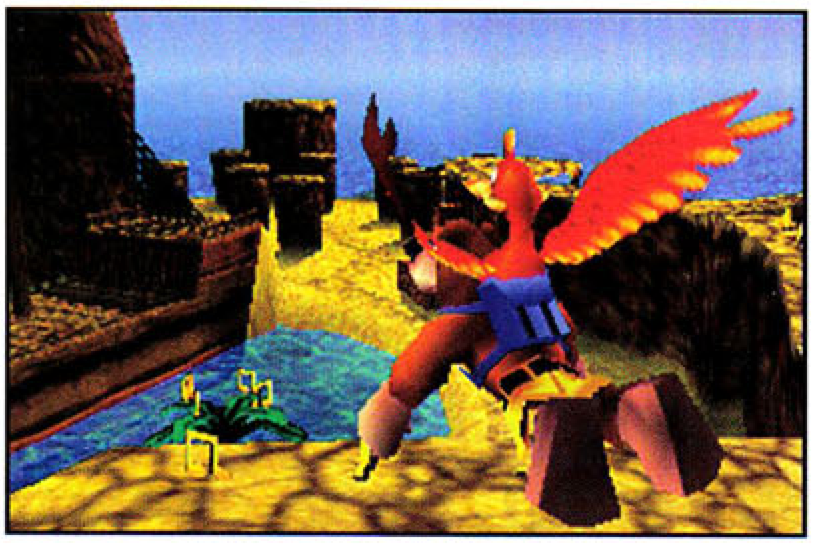
More publishers are announcing more new N64 games every month as the system continues to pick up momentum. Hudson Soft in Japan has completed the second Bomberman adventure for the N64. Bomberman's new game is more of a Marioesque action romp than the puzzle-filled first title. Kemco revealed that the two still-unnamed titles it is working on will be shown at E3. One game is an RPG based on a previously released Kemco game. The second title is an action game with lots of puzzle elements. And Konami told Pak Watch to expect a new NBA title, a hockey title, an RPG tentatively called Dear Blue, a new fighting game, and a game that has something to do with graffiti. Next month, we expect some even bigger announcements. Stay tuned.

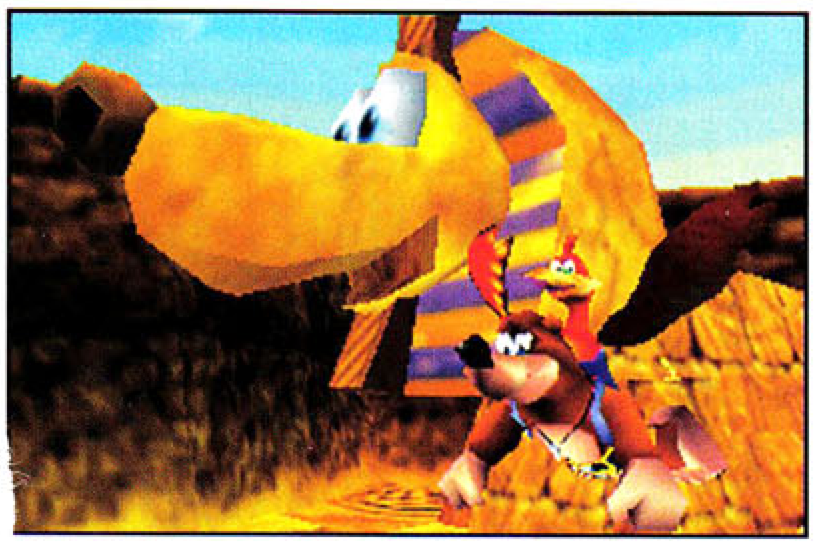
A Rare move

In a move sure to make gamers around the world as happy as honey bears, Rare and Nintendo are now planning to release Banjo-Kazooie in June rather than on the previously announced July date. The recent versions of this N64 action adventure feature graphics that are almost too beautiful to belong to a video game. The animation, the backgrounds, the special effects and the interaction with colorful characters make B-K look more like an animated movie—except that it looks better than any animated movie we've ever seen. Disney could take lessons from the programmers and artists at Rare. But even more significant is the added depth of play in Banjo-Kazooie. There is so much to find, so many puzzles to solve, and so many baddies to bonk that players may never see it all. The exclusive shots shown here are just a taste of what's to come. By June, everyone will be singing the praises of Banjo-Kazooie.

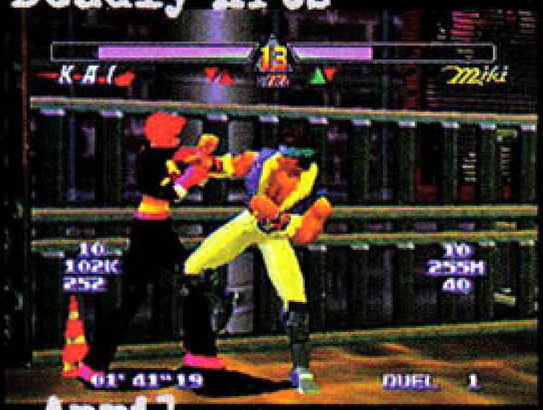






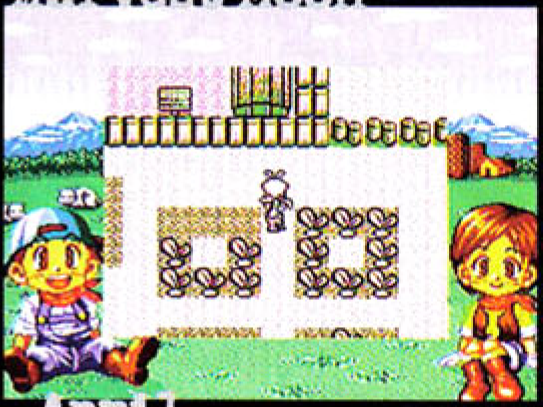


Deadly Arts



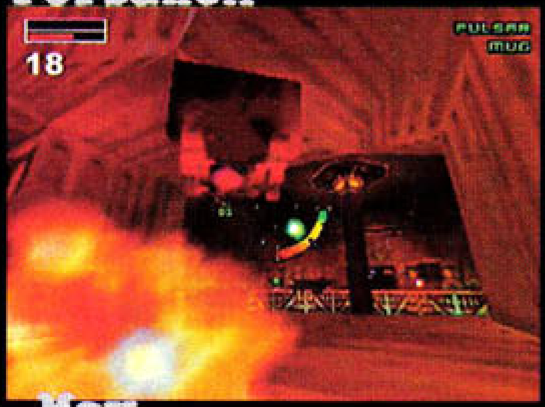
April

Harvest Moon



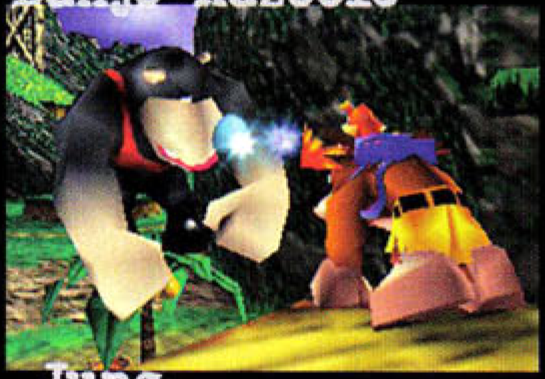
April

Forsaken



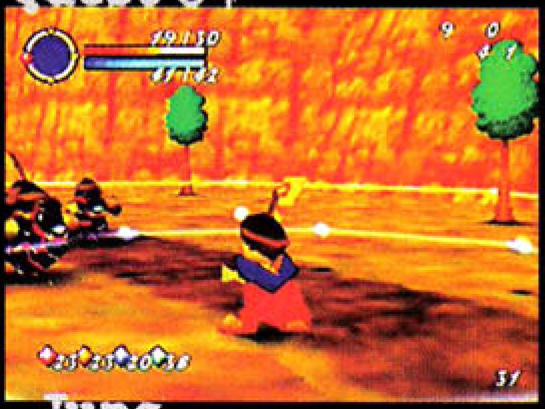
May

Banjo-Kazooie



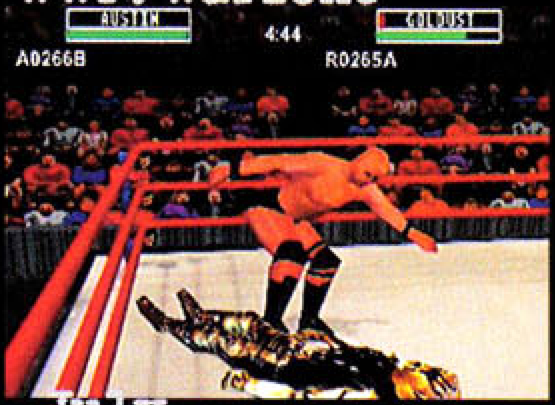
June

Quest 64



June

WWF: Warzone



July

RELEASE FORECAST

N64

ALL-STAR BASEBALL '98	SPRING '98
BANJO-KAZOOIE	SUMMER '98
BIO FREAKS	SUMMER '98
DEADLY ARTS	SPRING '98
DRACULA 3-D	WINTER '99
DUAL HEROES	SUMMER '98
EARTHBOUND 64	FALL '98
EARTHWORM JIM 3	SUMMER '98
F-ZERO X	FALL '98
FIFA: WORLD CUP '98	SUMMER '98
FORSAKEN	SPRING '98
GEX II: ENTER THE GECKO	SUMMER '98
HYBRID HEAVEN	FALL '98
ISS '98	SUMMER '98
KNIFE EDGE	FALL '98
LASTLEGION UX	SUMMER '98
MISSION: IMPOSSIBLE	SUMMER '98
MLB FEATURING KEN GRIFFEY JR.	SPRING '98
MLB STRIKE ZONE '98	SPRING '98
MORTAL KOMBAT IV	SUMMER '98
NBA COURTSIDE	SPRING '98
NBA LIVE '99	FALL '98
QUEST 64	SUMMER '98
RECKIN' BALLS	SUMMER '98
SHADOWMAN	FALL '98
SILICON VALLEY	SUMMER '98
SPACE CIRCUS	SUMMER '98
SUMO 64	SUMMER '98
TONIC TROUBLE	SUMMER '98
TUROK 2	SUMMER '98
TWISTED EDGE SNOWBOARDING	FALL '98
ULTRA LODE RUNNER	FALL '98
UNREAL	SUMMER '98
VIRTUAL CHESS 64	SPRING '98
WCW NITRO	SUMMER '98
WETRIX	SPRING '98
WWF: WARZONE	SUMMER '98
ZELDA 64	FALL '98

Game Boy

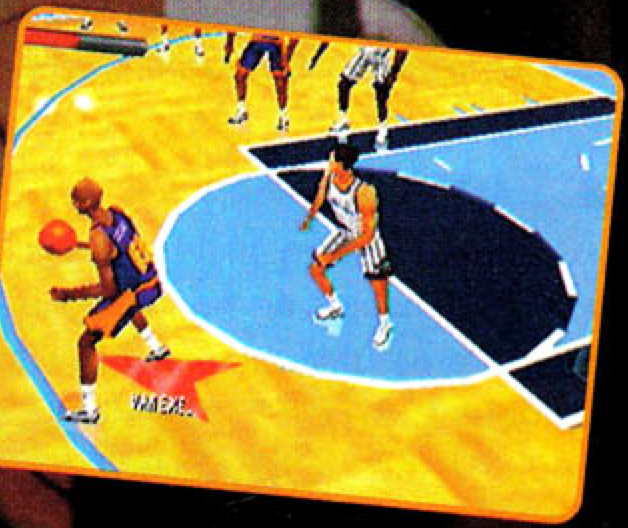
GAME & WATCH GALLERY II	SPRING '98
FINAL FANTASY ADVENTURE	SPRING '98
FINAL FANTASY LEGEND	SPRING '98
FINAL FANTASY LEGEND II	SPRING '98
FINAL FANTASY LEGEND III	SPRING '98
HARVEST MOON	SPRING '98
ISS '98	SUMMER '98
LEGEND OF THE RIVER KING	SPRING '98
MYSTICAL NINJA STARRING GOEMON	SPRING '98

Coming Next Issue....

Volume 107, April 1998

NBA COURTSIDE

If you can't go to the play-offs, bring the play-offs home to you with NBA Courtside. We'll have a complete play-by-play of Nintendo's breakthrough basketball game, from player stats to team strategies and more. It'll be a hi-res hoopfest you won't want to miss!



1080° Snowboarding

When we hit the slopes next month for more 1080° Snowboarding strategies, we'll focus our attention on secret tricks, "impossible" maneuvers and all sorts of halfpipe hairiness. April will be another "Black Diamond" month at Nintendo Power.

EXPERTS
ONLY

MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

We'll also have full coverage of Nintendo's other eagerly awaited sports sensation, MLB Featuring Ken Griffey Jr. The season is just starting, but this game already looks like a World Series champ.

28 GRIFFEY JR
AVG HR RBI
.304 56 147

Mystical Ninja Starring Goemon

Goemon is going Game Boy, and we'll have the scoop on this mystical ninja's latest adventure. You'll be armed with maps, tips and everything else you'll need to succeed.

N64

1. AeroFighters Assault
2. Automobili Lamborghini
3. Blast Corps
4. Bomberman 64
5. Chameleon Twist
6. Clay Fighter 63 ⅓
7. Cruis'n USA
8. Dark Rift
9. Diddy Kong Racing
10. Doom 64
11. Duke Nukem 3-D
12. Extreme-G
13. F1 Pole Position 64
14. FIFA Road to World Cup '98
15. FIFA Soccer 64
16. Fighter's Destiny
17. GoldenEye 007
18. Hexen
19. International Superstar Soccer 64
20. Jeopardy!
21. Killer Instinct Gold
22. Mace the Dark Age
23. Madden 64
24. Mario Kart 64
25. Mischief Makers
26. Mortal Kombat Mythologies: Sub-Zero
27. Mortal Kombat Trilogy
28. Mystical Ninja Starring Goemon
29. Multi Racing Championship
30. Nagano Winter Olympics '98
31. NBA Hangtime
32. NBA in the Zone '98
33. NFL Quarterback Club '98
34. NHL Breakaway '98
35. PilotWings 64
36. Quake
37. Rampage World Tour
38. Robotron 64
39. San Francisco Rush: Extreme Racing
40. Star Fox 64
41. Star Wars: Shadows of the Empire
42. Super Mario 64
43. Tetrisphere
44. Top Gear Rally
45. Turok: Dinosaur Hunter
46. War Gods
47. Wave Race 64
48. Wayne Gretzky's 3-D Hockey
49. WCW Vs. NWO: World Tour
50. Wheel of Fortune
51. Yoshi's Story

Super NES

52. Aaahh!!!! Real Monsters
53. Addams Family Values
54. The Adventures of Batman & Robin
55. Aerobiz Supersonic
56. Animaniacs
57. Arcade's Greatest Hits
58. Arcade's Greatest Hits: The Atari Collection 1
59. Ardy Lightfoot
60. Arkanoid: Doh It Again
61. Bass Master II
62. Bass Masters Classic
63. Bass Masters Classic Pro Edition
64. Bassin's Black Bass with Hank Parker
65. Batman Forever
66. Boogerman
67. Breath of Fire II
68. Brunswick's World Tournament of Champions
69. Bust-A-Move
70. Casper
71. Castlevania Dracula X
72. Chrono Trigger
73. Civilization
74. Clue
75. Dirt Trax FX
76. Disney's Aladdin
77. Donkey Kong Country
78. Donkey Kong Country 2
79. Donkey Kong Country 3
80. Doom
81. Dragon View
82. EarthBound
83. Earthworm Jim
84. Earthworm Jim 2
85. Emmitt Smith Football
86. FIFA Soccer '97
87. Final Fantasy II
88. Final Fantasy III
89. Final Fight 3
90. Frank Thomas Big Hurt Baseball
91. Harvest Moon
92. Illusion of Gaia
93. Judge Dredd
94. Jungle Strike
95. Jurassic Park 2
96. Ken Griffey Jr. Presents: MLB
97. Ken Griffey Jr.'s Winning Run
98. Killer Instinct
99. Kirby Super Star
100. Kirby's Dream Course
101. Kirby's Dream Land III
102. The Legend of Zelda: A Link to the Past
103. Lemmings 2
104. Looney Tunes B-ball
105. The Lost Vikings
106. The Lost Vikings II
107. Lufia II
108. Madden NFL '98
109. Mario Paint
110. The Mask
111. Maui Mallard in Cold Shadow
112. Mega Man X
113. Mega Man X2
114. Mega Man X3
115. Mega Man 7
116. Might & Magic III: Isles of Terra
117. Monopoly
118. Mortal Kombat II
119. Mortal Kombat 3
120. Ms. Pac-Man
121. NBA Give 'n' Go
122. NBA Hangtime
123. NBA Jam
124. NBA Jam Tournament Edition
125. NBA Live '97
126. NFL Quarterback Club '96
127. NHL '97
128. Ninja Gaidan Trilogy
129. Ogre Battle
130. Olympic Summer Games
131. Pitfall
132. Primal Rage
133. Revolution X
134. Road Rash
135. Samurai Shodown
136. Scooby Doo Mystery
137. Secret of Evermore
138. Secret of Mana
139. SimCity
140. SimCity 2000
141. Space Invaders
142. Spawn
143. Star Fox
144. Star Trek: Star Fleet Academy
145. Street Fighter Alpha 2
146. Street Fighter II
147. Street Fighter II Turbo
148. Stunt Race FX
149. Super Black Bass
150. Super Bomberman 2
151. Super Mario All-Stars
152. Super Mario Kart
153. Super Mario RPG
154. Super Mario World 2: Yoshi's Island
155. Super Metroid
156. Super Punch-Out!!
157. Super Star Wars
158. Super Street Fighter II
159. Swat Kats
160. Tecmo Super Bowl III: Final Edition
161. Tetris & Dr. Mario
162. Tetris Attack
163. Timon & Pumbaa's Jungle Games
164. Top Gear 3000
165. Toy Story
166. Ultimate Mortal Kombat 3
167. Uniracers
168. Urban Strike
169. WWF Raw
170. WWF Wrestlemania: The Arcade Game
171. X-Men: Mutant Apocalypse
172. Zoop

Game Boy

173. Adventure Island
174. Aladdin
175. Alien Games
176. Animaniacs
177. Asteroids/Missile Command
178. Battle Arena Toshinden
179. Battle Zone/Super Breakout
180. Black Bass Lure Fishing
181. The Bugs Bunny Crazy Castle 2
182. Bust-A-Move 2
183. Casino Funpak
184. Castlevania Adventure
185. Castlevania Legends
186. Castlevania II: Belmont's Revenge
187. Centipede/Millipede
188. College Slam
189. Contra: The Alien Wars
190. Defender/Joust
191. Desert Strike
192. Disney's Pinocchio
193. Donkey Kong Land
194. Donkey Kong Land 2: Diddy's Kong Quest
195. Donkey Kong Land 3
196. Donkey Kong '94
197. Dr. Mario
198. Earthworm Jim
199. Earthworm Jim 2
200. The Fidgetts
201. FIFA Road to World Cup '98
202. 4-in-1 Fun Pak
203. Frank Thomas Big Hurt Baseball
204. Galaga/Galaxian
205. Game & Watch Gallery
206. Hercules
207. Hunchback of Notre Dame
208. Iron Man X-O Manowar In Heavy Metal
209. James Bond 007
210. Jeopardy! Platinum Edition
211. Jeopardy! Teen Tournament
212. Jungle Strike
213. Jurassic Park 2
214. Ken Griffey Jr. Presents: MLB
215. Killer Instinct
216. Kirby's Block Ball
217. Kirby's Dream Land
218. Kirby's Dream Land 2
219. Kirby's Pinball Land
220. Kirby's Star Stacker
221. Lamborghini American Challenge
222. The Legend of Zelda: Link's Awakening
223. The Lion King
224. Looney Tunes
225. The Lost World: Jurassic Park
226. Madden '96
227. Marble Madness
228. Mario's Picross
229. Maui Mallard in Dark Shadow
230. Mega Man
231. Mega Man V
232. Metroid II: Return of Samus
233. Mole Mania
234. Mortal Kombat/Mortal Kombat II
235. Mortal Kombat II
236. Mortal Kombat 3
237. Ms. Pac-Man
238. NBA Jam
239. NBA Jam Tournament Edition
240. NBA Live '96
241. NHL '96
242. Operation C
243. Pac-Man
244. Paperboy
245. Primal Rage
246. Q*Bert
247. Solitaire FunPak
248. Space Invaders
249. Star Trek: Generations
250. Street Fighter II
251. Super Mario Land
252. Super Mario Land 2: 6 Golden Coins
253. Super Return of the Jedi
254. Superman
255. Sword of Hope II
256. Tamagotchi
257. Tazmania 2
258. Tetris
259. Tetris Attack
260. Tetris Blast
261. Tetris Plus
262. Tetris 2
263. Toy Story
264. Turok: Battle of the Bionosaurs
265. Urban Strike
266. Vegas Stakes
267. Wario Blast
268. Wario Land: Super Mario Land 3
269. Wario Land II
270. WWF Raw
271. Zoop

Upcoming Releases & Other Picks

272. Addams Family Pinball (N64)
273. AeroGauge (N64)
274. All-Star Baseball '98 (N64)
275. Andretti Racing (N64)
276. Banjo-Kazooie (N64)
277. Bio Freaks (N64)
278. Body Harvest (N64)
279. Buggie Boogie (N64)
280. Command & Conquer (N64)
281. Conker's Quest (N64)
282. Creator (N64)
283. Cruis'n World (N64)
284. Deadly Arts (N64)
285. Dracula 3-D (N64)
286. Dragon Storm (N64)
287. Dual Heroes (N64)
288. EarthBound 64 (N64)
289. Earthworm Jim 3D (N64)
290. Extreme Sports (N64)
291. F-Zero X (N64)
292. Family Stadium (N64)
293. The Fishing Adventure (Game Boy)
294. Forsaken (N64)
295. Freak Boy (N64)
296. Game & Watch Gallery 2 (Game Boy)
297. Game Boy Pocket
298. Gex II: Enter the Gecko (N64)
299. Harvest Moon (Game Boy)
300. Harvest Moon (N64)
301. Hybrid Heaven (N64)
302. Ice Blue Game Boy Pocket
303. Kirby's Air Ride (N64)
304. Knife Edge (N64)
305. LastLegion UX (N64)
306. Lego Racers (N64)
307. Magic: The Gathering (N64)
308. Major League Baseball Featuring Ken Griffey Jr. (N64)
309. Mario Paint 64 (N64)
310. Mickey Mouse Magic Wand (Game Boy)
311. Mission: Impossible (N64)
312. MLB Strike Zone '98 (N64)
313. MLBPA Bottom of the 9th (N64)
314. Mortal Kombat IV (N64)
315. Mystical Ninja Starring Goemon (Game Boy)
316. Nascar Racing (N64)
317. NBA Courtside (N64)
318. NBA FastBreak (N64)
319. NBA Hardwood Heroes (N64)
320. NBA Live '98 (Super NES)
321. Need for Speed (N64)
322. NFL Blitz (N64)
323. NHL '98 (Super NES)
324. NHLPA and NHL Present Wayne Gretzky's 3-D Hockey '98 (N64)
325. Nintendo 64
326. Nintendo 64 Disk Drive
327. Olympic Hockey Nagano '98 (N64)
328. PilotWings 2 (N64)
329. Pokémon (Game Boy)
330. Quest 64 (N64)
331. Quest for Camelot (Game Boy)
332. Rev Limits (N64)
333. Ring Rage (Game Boy)
334. Road Rash (N64)
335. Robotech: Crystal Dreams (N64)
336. Rumble Pak
337. Rush the Rock (N64)
338. SimCity (N64)
339. SimCopter (N64)
340. Snowboard Kids (N64)
341. Space Circus (N64)
342. Space Station: Silicon Valley (N64)
343. St. Andrew's Old Course (N64)
344. Sumo 64 (N64)
345. Super Mario RPG 2 (N64)
346. Super Mario 64 2 (N64)
347. Super Star Stacker (Super NES)
348. Superman (N64)
349. Tamagotchi (N64)
350. 1080° Snowboarding (N64)
351. Tonic Trouble (N64)
352. Turok 2 (N64)
353. Twisted Edge Snowboarding (N64)
354. Ultra Descent (N64)
355. Ultra Lode Runner (N64)
356. Ultra Soccer (N64)
357. Unreal (N64)
358. Video Systems Racing (N64)
359. Virtual Chess 64 (N64)
360. WCW Nitro (N64)
361. Wetrix (N64)
362. Wild Choppers (N64)
363. WWF: WarZone (N64)
364. Zelda 64 (N64)

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, The Legend of the Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok: War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63⅓, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

Volume 101 (Oct. '97): Extreme-G, Mischief Makers, Mace: The Dark Age, Legion X, Tetrisphere Strategies, AeroFighters Assault, F-1 Pole Position, Super NES Arkaniod, Super NES Space Invaders, Timon and Pumba, Tamagotchi, Donkey Kong Land III, Mortal Kombat I & II (GB).

Volume 100 (Sept. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO World tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (July '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

Volume 97 (June '97): Clay Fighter 63⅓, Hexen Part 1, War Gods, Turok: Dinosaur Hunter Warp Maps, Aladdin: Race for the Rubies, DKL 2: The Final Levels, Space Station Silicon Valley, AeroFighters Assault, Blast Corps Comics, Tokyo Game Show Report.

Volume 96 (May '97): Doom 64 Strategies Part 2, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63⅓ Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

Volume 93 (Feb. '97): Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak: Get 'Em to Go, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

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